

NEW

100% C64 • 100% COLOUR • 100% POWER!!!

COMMODORE POWER

★ FOOTBALL SPECIAL ISSUE ★

ISSUE #3 • MARCH 1992 • £2.20

OVER 90
C64 GAMES
REVIEWED AND
PREVIEWED!!!



SOCCER OVERKILL TIME, IT'S



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PANINI FOOTY
STICKERS INSIDE!



We go
to the
Toy
Fair!

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INVADERS**

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COMMODORE INSIDE POWER

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graphics and deeper gameplay than a trench 150 miles south east of the Midway Islands. Then the first thing to strike you are the graphics, they have been used very well and all kinds of scenes are depicted, from your office and press people to obviously highlights of the matches.

The essential playability is there, greatly enhanced from the brilliant addictiveness of the original. There is something so compulsive about trying to get your teams through the league.

All the features are there; the transfer market, training, the league tables, and of course all the financial



Everyone must have played the original version of this at some time, if not then

look out for it on

FOOTBALL

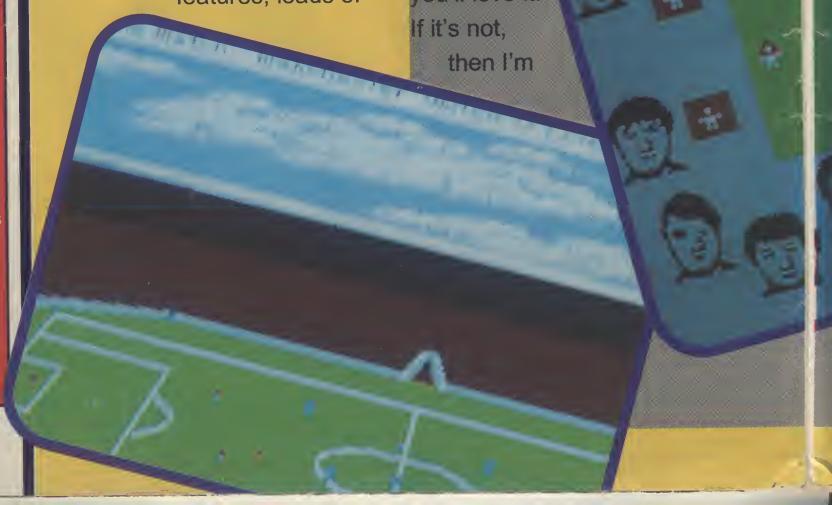
a free tape coming your way soon!

I never saw the middle one (FM 2) so I don't have a full picture of how they have evolved over the years. Not that this matters at all..

This version has hundreds of extended features, loads of

problems that face a football manager (and other people!)

If this is your kind of thing then you'll love it. If it's not, then I'm



NO!

Number 3 Brian you old divvy.

sales of these was well in excess of a million, so be sure to grab your copy of this whilst it's on the shelves! ★



FOOTBALL MANAGER 3

should be a masterpiece, as were the other two.
Apparently the combined

COMMODORE POWER'S TOP TEN FOOTY MANAGERS

1. Brian Clough - For he is God!
2. Graham Souness - What a Scottish chap!
3. George Graham - He may be stumbling, but he'll get there in the end!
4. Ron Atkinson - Lovely, jangly jewellery!
5. Alex Ferguson - He's okay in a funny sort of way, probably!
6. Sarah Ferguson - Good with captains (we'll be done, get back to proper managers - Ed)
7. Howard Wilkinson - Leed's saviour?
8. Kevin Keegan - All these years and still the same hair-style!
9. Kenny Dalglish - Doing wonders in the second.
10. Kenny Thomas (Right, you're fired - Ed)

sure it
will swallow many
a good evening.

The finished version

Loads of funny football facts:

- 1) All football managers have funny hair.
- 2) They say things like 'sick as a parrot' and 'the lad done well'
- 3) They are notoriously boring



- 4) Apart from the immortal Brian Clough
- 5) Who can be rather amusing (in an unintentional way)
- 6) Football originated during the French revolution when people kicked the heads of guillotine victims around
- 7) Football stars of the seventies were trend setters, sporting bushy sideburns and interesting hair.
- 8) Check the 1977 Panini album, sticker number 258 of Kenny Burns for confirmation (Er, that's enough crappy football facts - Ed)



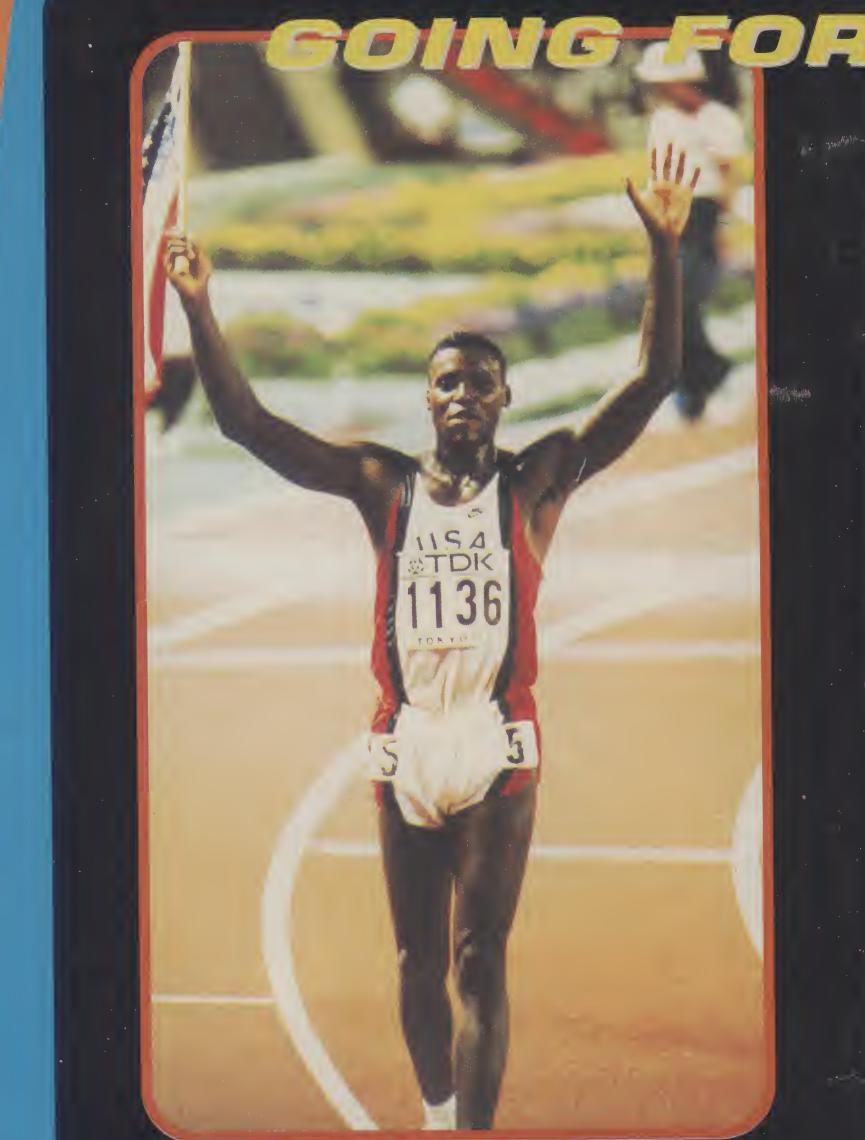
headed
start

10

CPC'S TOP TEN GAMES YOU MIGHT FIND IN A KITCHEN, PERHAPS

1. Rolling Pin Ronny - *Virgin Games*
2. Impossabowl - *Gremlin*
3. Round the U-Bend - *Impulze*
4. Whisk-O Heat - *Imageworks*
5. Vim City - *Infogrames*
6. Sieve and Let Die - *Domark*
7. Batpan - *Ocean*
8. Plate-Crazy - *Gremlin*
9. Kettle Command - *Ocean*
10. Last Binge - *System 3*

★ THE COLUMN WHOSE DOG WILL BE



THALAMUS IN THE

All you sycophantic Thalamus games players calm down, please, cos Thalamus has set up its own Fan Club to keep adoring fans around the globe more than satisfied.

As a member, you'll receive a newsletter to keep you informed of all their super products and privileged information on special offers and merchandise like T-shirts, mugs and badges. For further information, write to the address below and promise not to stalk outside!

BE SO, SO ANGRY

WITH BEVY BABES ★

R GOLD

Unless you're rather silly, you'll know that February has an extra day this year making it a leap year - and we all know what that means (apart from everybody being born on that day, only having a proper birthday every four years, snort!)

It also means that it's time for the Olympics. Yep, it's that time again when the whole country gets very patriotic and stays up all night to see Great Britain lose yet another track event - and get ever so excited because we've won the bronze for short distance pellet shooting or something!

It also means that US Gold has snapped up the worldwide rights to the Barcelona Olympics faster than Linford Christie could complete the 100 metres.

Unfortunately, the home computer formats won't be seen until later on in the year and it is unknown yet whether US Gold will actually publish them. You'll be sure, though, that we'll keep you well informed.

CLUB!

The Thalamus Fan Club
1 Saturn House
Calleva Park
Aldermaston
Berks
RG7 4QW
Or ring: (0734) 817261



DAM FINE GAME

Whilst the world awaits the release of Liverpool FC, Grandslam Video Ltd. is beavering away at yet another game - named simply **Beavers**.

It's one of those cutesy, wutesy, puke-'em-ups where you get to play Jethro - a poor little ol' beaver whose girlfriend has been kidnapped by an evil fox gang.



Cor, if I got a tenner for every flippin' game released where the girlie gets kidnapped I'd be a millionaire.

It'll have four levels of hidden surprises and traps each inter-linked by a dam, and it's being designed by Arc developments of R-Type 2, Forgotten Worlds and Crackdown fame.

WWF MANIA



WWF

Hulk Hogan is not the only major star of WWF - as Commodore Power can exclusively reveal! Other stars include huge pandas, dolphins, and even a few insects & birds, cos the incredibly strange coincidence - that we recently discovered - is that not only does WWF stand for World Wrestling Federation, it's also the official acronym for the World Wide Fund for nature. Spooky, eh?

head
- start

MARIO COMES HOME

The success of that rather shifty-looking plumber bloke with a moustache has been phenomenal and I thought we're meant to tell our kids not to hang around fellows like Mario.

That said, he's now a worldwide name and Nintendo has always been reluctant to sell the home computer rights as the extreme affluent company would rather like you to go out and buy a Gameboy or Nintendo console - and you probably have by now!

Mindscape must have given Nintendo a huge lunch or something as it's got the rights to use Mario for educational purposes - so you'll be seeing the cheeky man appear on your Commodore 64 in the first game, "Mario is Missing" - which deals with geography. At least you'll pass your O-level plumbing exam!



HOO-RAY FOR LOGIC

There are three new joysticks to add to the Logic 3 range, making a total of five - now where's the logic in that? Oh well, the new sticks are the Alpha Ray at £11.99, Sigma Ray at £15.99 and Gamma Ray at £22.99. The existing sticks are the Manta Ray, Sting Ray and the Logic 3 Mouse (which isn't a stick it's a mouse, hmmm!).

Logic 3 also reckons that it's got the desk-top joystick range sussed, giving the player a vast array of weird looking

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BY PHONE... 0926 81413.

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SPORTS BAG 100% cotton, 45cm x 30cm, 8.5" diameter, 14" high. Mario and Luigi characters. £12.99 each inc. VAT

MUG White 1982 China Mug with Mario and Luigi characters. £4.99 each inc. VAT

CLOCK High quality round wall clock with Mario and Luigi characters. £12.99 each inc. VAT

CAP Stretchy sporty sports cap with white Mario and Luigi characters. £2.99 each inc. VAT

T-SHIRT White round-neck T-shirt, 50% cotton, 50% polyester. Mario and Luigi characters. Teenage 12-14 yrs £9.99 each inc. VAT

TRAILER 100% cotton, 100% polyester. Mario and Luigi characters. £4.99 each inc. VAT

to the immense pressure from Dizzy fans.

You can now get your mitts on Clocks (£12.99), Sports Bags (£7.99), Mugs (£4.99), Caps (£3.99) and T-Shirts (£5.99).

As David Darling states:

"We're sure the range will go down a storm!" No David, if they went down a storm they'd get all wet, wouldn't they?

For further information call the Codemasters hotline on (0926) 8141132.

Dizzy is to kiddies like Mr. Spock is to Trekkies nowadays. So much so that the Codies has got together some rather swanky merchandise due

MIRRORSOFT RESURFACES

Mirrorsoft has had a little bit of a fall and, at one point, sunk almost as deep as Maxwell himself. But ha, it's been saved and bought by console game giants Acclaim. Yep, Mirrorsoft is now an Acclaim label.

Acclaim is the company that has recently released the Nintendo versions of Terminator

2 and The Simpsons. In a word it's heeee-uge.

So now you'll be seeing Aliens 3, Devious Designs and First Samurai under a different publisher, but still with the same Imageworks label.

Acclaim
Entertainment, inc.

sticks
that
each
have
their
own
qualities. I reckon Ann Summers would be
well-interested!



ELSPA IS GOING LIVE!

Whoopie do. After years of trying not very hard, ELSPA (European Leisure Software Publishers Association) has finally got mass-media coverage for the computer games market - it's Going Live.

The ELSPA awards will be televised on top kiddies program Going Live. Yes, that proggie that makes Saturdays worth getting up for (apart from the Chart Show that is, er, and Motormouth, and, er, Saint and Greavsie, and, er, everything else on a Saturday morning).

Whether we'll see the industry in their Moss Bros. suits and different software celebs with gold envelopes, shaking hands with Philip Schofield is another question.



SPRING INTO THE SHOPPER SHOW

This year the Computer Shopper Show goes all springy and announces The Spring Computer Shopper Show. Does this mean squillions of springs on display?

No, it means between the dates of May 28-31, and between the hours of 10am to 6pm, tonnes of sweaty people, all sporting anoraks, will cram into the National Hall, Olympia, Hammersmith Road, London, to view all the latest hardware and software.

STORM IN A D-CUP

If you're into girlies' pointy and curvy bits, or just curious to know what they keep under their knitted dresses, then you'll be interesting in Storm's lastest "top shelf" offering - titled 'Cover Girl Strip Poker'.

Coming from the same reputable stables as SWIV and Indy Heat, you'll be guaranteed a good game of poker. The down-market side to the game is the eight cover girls, including Maria Whittaker - who has already had her naughty bits flopped out for the Barbarian marketing campaign - although you'll have to be a good hand at the game if you want the girls to take off their clothes.

Jim Loftus commented: "I'm play testing at the moment" - umm, I bet you are, Jim.

For the type of chap who gets a kick out of flicking through the undie pages of his mom's catalogue it'll be puerile ecstasy.



head
start



This month I stole an interview with Storm Superstar Jim Loftus, whose job is Quality Control Supervisor - nothing to do with scoffing brightly-coloured wrapped sweets I might add. Jim spends his time play testing all the great games that Storm has in development and demonstrating them to the paparazzi.

INFO FREAKO

1

* What was the last morsel of food to pass through your lips?
A satsuma.

2

* Which computer game character do you most resemble and why?
The Porsche driver in Big Run, cos you never get to see him.

3

* What's your favourite choccie bar?
Whichever's the largest in the shop.

4

* What would CP find lurking down the back of your sofa if we visited?
Errr... used choccie bar wrappers?

5

* What was your worst subject at school?
All of them! Chemistry was the worst though, I kept blowing myself up.

6

* Which supermarket do you shop at and why?
Safeways, it's the nearest.

7

* What was the first record you ever bought?
An Abba album. No, hold on a minute... Number of The Beast by Iron Maiden (which he said very quickly, hoping that I would forget his first comment! Ha, you're sussed!)

8

* If you won a million pounds what would you buy first?
Some decent clothes.

9

* What's your worst habit?
Eating too much and being lazy.

10

* What's your best attribute?
My generosity and enthusiasm (especially when talking about Storm products to the press).

If you fancy yourself as an international software star, just send in your photo and telephone number and you might be the person picked to answer our reader profile questions starting soon. Write now to "Give me a call Bevy Babes", Commodore Power, Lime Lizard Publications, 24 Highbury Grove, London, N5 3EA.



Ho do we rate games? If anybody says "badly", they'll be shot in the nadges!

The Critical Factor

This is a little tool (oo-er) that shows you, in a very brief and easy-to-understand form, what the reviewer's overall feeling about the game was.

The four 'icons' are marked out of 10, and the overall score is a percentage (i.e. out of 100):

Graphics - How good are they? Are they hee-uge and colourful or teensy-weensy?

Sonics - What's the sound like? How effective are the, er, effects?

Half-Life - How long will that game last? Will you still be playing it when you're old and grey?

Fix Factor - Does that game grab you from the off. Or does it just leave you as bemused as a squirrel with a rubber nut?

DANGER RATING - The reviewer's overall feeling about the game in a few easy digits.

The Power-Packed Logo:



Any games that get over 85% are so tremendously moist and fluffy that they deserve our **POWER-PACKED** special accolade for spiffy software.

THE SCORES

00 - 25: This game is, quite uncategorically, crap to the nth degree!

26 - 50: Although still crap, this game has a few features that the reviewer is quite keen on.

51 - 70: Still pretty average, as it goes.

71 - 84: Definitely a good game, but not a great 'un.

85 - 99: A most excellent game, worth the spondoolies

The Dream Team

Just who are these people that write this magazine? Where do they come from?

Last week a terrible (?) thing happened. Mr Davy was demonstrating his amazing ability to swallow fire, when it was noticed that a large proportion of it was pouring from his rear end.

As a natural consequence the carpet underneath him started to burn.

"Jeff, your ass is on fire!" cried Rik, but before anyone could do anything about it, the Commodore Power offices were burning steadily.

"How are we going to get out?" Richard calmly enquired...



"Captain" Rik Henderson

"It's OK, follow me!"

Rik announced

bravely. He then proceeded to walk into the flames but ran out again rather abruptly.

"Ouch!" he cried, "It's bloody hot in there!"

"Come on, you chicken," someone shouted "lead the way!"

Rik took a few seconds to resume his commanding posture and once again stomped into the flames. After a few minutes it was decided he had either made it to safety or had been burnt to a pile of burnt stuff.



Jeff Davy

Jeff, obviously panicking, made a dash for the window.

"I'm going to jump!" he cried, and opened the window. After looking out he decided this was a bad idea. Following a moment's thought, he grabbed the Commodore Power office rope (used quite frequently as a major humour source), tied one end around a large table and the other half around his waist.

He took a few steps back and a some deep breaths, ran at the window and flung himself out.

The rope quickly ran out of length, the table jerked from its position and shot out of the window. A loud North London type scream was heard, followed by a rather disturbing crunching sound.

"Me next!" said Paul.



Paul Rigby

"I thought this might happen," he announced, "so out of the kindness of my heart I drank 12 pints of Dr McGintys 'Donkey' ground-churner special lager."

He stumbled to the edge of the flames and proceeded to urinate evenly over them causing a rather unpleasant smell and a lot of steam.

Obviously completely tanked up, this gathered a tremendous momentum and he started singing a song about

Paul let out a loud scream.

"Ouch! Me ?*&%\$£in' todger! Jeezzouchargh!"

He then stumbled into the flames and was never seen again.



Richard Taylor

"It's OK," Richard announced to Beverly (for she was the only other person left), "by using a strange Buddhist meditation technique I can make myself immune to the flames".

He sat in the Lotus position for a few minutes, making a strange noise. When he finished, he stood, as if in a trance and walked into the heart of the fire.

Nothing was heard for a while, but then the sound of the door opening on the other side and patter of footsteps meant he must have reached safety.

Hurrah for him! For he truly is a hero (but he would be because he wrote this column! - Ed).



Beverly Gardener

"By the Power of Gray Skull!" she bellowed and raised a large sword above her head.

A bolt of lightning smashed through the ceiling, struck the sword and magically teleported her through a gap in the space/time continuum; into an alternative dimension and to safety from the fire.

HOW TO CLAIM YOUR FREE TAPE!!!

"Where's me free tape?" Everybody cried when they first grabbed their copy of Commodore Power. Well, have no fear because Britain's coolest commie mag hasn't gotten rid of it's free tape, it's just altered it's direction slightly.

WHAT HAVE YOU DONE MR. CP?

Firstly, we've gone through the surveys that we've so far received and checked through you readers' suggestions on how we can make Commodore Power even more stonky than it was for the first two issues, and the first thing that came to mind was that you all wanted more on your covertape.

BUT WHERE'S THE TAPE GONE?

So we sat down and had a real think! Even though we were offering you more complete games than any other commie mag, we had to come up with a way to give you more for your money. The only way to do this, we decided, was to put more effort into the games we put on there, and to double the size.

BUT WHERE THE HECK IS IT?

Aha, and this is where the ingenious part comes in, by certain rules we're not actually allowed to put such a tape on the front of the magazine, but we are allowed to send it to you by post if you send us a special token.

SO WHAT DO I GET?

Once we receive the token we'll send you, by return of post, a tape with no less than 8 (yep, more than six, more even than seven) complete games - 4 on each side. The games are hand picked by our skilled team of games expert who've been in the biz for yonks and yonks - they know their games, 'nuff said!

WHAT'S ON THIS TAPE THEN?

This tape is a tape of two halves. The first half is a footy spesh, with the completely classic Football Manager, 5-A-Side Soccer, and a couple of, as yet, unconfirmed stonkers. The second side has the two Richard Taylor golden games Dip Diver and Gold Train, and two other arcade stormers. As you can see it's well worth having - especially for nought.

SO WHAT HAVE I GOT TO DO?

The first thing to do is fill in the coupon below. Cut it out, and pop it in an envelope and send it to this address: **COMMODORE POWER TAPE 3, SELECT SUBSCRIPTIONS, 5 RIVERPARK ESTATE, BERKHAMSTEAD, HERTS HP4 1HL**. And, er, that's it.

Do not send anything else with it! No money! No stamped addressed envelope! Nothing! You'll get your tape gratis!

IS THAT IT?

Nope, that's not all. Everybody who sends their coupon back will also automatically become a member of the Commodore Power club (a highly exclusive membership type thing) and will occasionally be sent offers and other club-type things. Also, a large prize (stereo/console/etc.) will be given to a random club member in every issue of Commodore Power from here on in. Stonky or what? So get sending them now!



My generosity and enthusiasm (especially when talking about Storm products to the press).

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It's time to go to Bristol, wear some luminous pink wellies, drop a large stone on a worm with gout and give a big, warm welcome to... The man with the sack!



Dear P.A. (or may I call you P?)

I am a massive fan of your magazine. I've purchased all of your issues to date (both of them!!), so could you answer a few quick questions from an avid fan who is a relative newcomer to the C64? [Oh, go on then - PA]

1) What is the best soccer sim available for the commie? (I hear that Microprose Soccer is stonky).

2) Will there be a Lemmings game on the C64? Do you have any news about this?

3) Do you polish your steel cod-piece with a conventional polish (like myself) or do you prefer a specially-formulated fluid of your own designation?

How about some suggestions to improve your mag? I have some:

a) Have more pages for your show. (This suggestion must earn me Letta of Da Munf). [Like buggery - PA].

b) How about the top three budget games as an optional free gift for

THE POST APOCALYPSE SHOW



Manchester United - the "red devils" - in action against, um, some other team. League title? We think not!

subscribers instead of one full-price game?

c) How about a signed photo of Bevy Babes for me?

d) How about telling Paul 'Dickleberry' Rigby to shut his fat gob? I have just read his review of Man. United Europe and he had a go at the Red Devils. What a scouse pillock! (Stating the obvious, sorry).

Everyone knows that scouse teams have had their day and Manchester United will begin their reign by capturing the league title this year.

I give you my full permission to insert a large, sharp blade up his bottom.

Chris Noonan, Coventry

P.S. Can you publish a games chart for both full-price and budget games, based on sales?



PA: Chris, or can I call you Fart-head? Here's a few answers to your questions, I suppose:

1) There's surprisingly few good soccer games for communists. I'd try Karl Marx International 'line-em-up against a wall and shoot the buggers' Football. Failing that, Microprose Soccer is quite good.

2) If you bothered to read the gorgeous Bevy Babes' column in our first issue, you'd know that Lemmings is never going to be released on the 64.

You could always try to emulate the game in real life by pushing small animals off cliffs and laughing when they splat on the ground.

3) Actually, I use my own phlegm to get that Heavy Metallic shine. It's always best when I've got a streaming cold.

a) As you can see, the editors are stupid enough to let me abuse you readers from an extra page already. You never know, I may even take over soon.

b) What's wrong with one full price game? You ungrateful piece of repro waste.

c) I don't think so, because we'd have to send a signed photo of Jeff, Rik and Richard as well and because they can't write yet, it may be difficult.

d) How did you know Paul Rigby's middle name? Do you know him? As for Man United, shoot the bloody lot of them - that's what I say. And whilst you're about it, get rid of all



Microprose Soccer - still the best C64 footy game around.



football teams. What a tame sport. International small furry animal-squashing, now that's a real sport.



Dear Post Apocalypse,
First, I would like to congratulate you on two absolutely brilliant magazines, including some excellent reviews. But, if you don't mind me saying so, I think you could make it better by having a reader reviewing a game every month.

Well anyway, here's my questions:

- 1) I'm a nutter and enjoy violence, so when I heard that WWF was out I went to buy it, but I still haven't got a copy.
- 2) Will 'road rash' be brought out on the C64?
- 3) Can you tell me where I can get Myth on tape?
- 4) Which is the best game to get?

Matthew Hepplestone, Sheffield

P.S. Rik Henderson reviewed 'Soccer Stars' last issue and made a joke about Sheffield United. I am a United fan and I am offended, if I ever see him in the street I might have to nut him.



PA: If we had readers reviewing games it'd put Richard Taylor out of a job, and, although he's a bit of a hippy, he's got a bit of a temper when it comes to bad news! Here's your answers though:

1) Hmm... Not so much a question, more a leading statement designed to provoke me into sending you a copy! Hah, no chance matey!!! Also, if you like violence so much, how'd you like to go a few rounds with me. You with a small, cardboard tube, and me with a chainsaw - that's filled your trousers, hasn't it?

2) Not bally likely, but if you get too close to my pet cat you'll probably get another kind of rash, and have to have a course of antibiotics or something.

3) No! Oh, alright then - try giving System 3 a call on (081) 864 8212, they'd be able to sort you out!

4) The best game is the one that's given by a loved one or friend.

As for being a Sheffield United fan, I'm sure there's



therapy for that sort of thing.



Dear P.A.

Congratulations on your brilliant cover tape in the awesome slip-case (despite what other readers think about it). Your magazine is A-1 cool. The reviews are excellent. If only you brought it out every two weeks instead.

In a weakened state I accidentally looked at another C64 magazine, I would like to apologise and say Commodore Power is infinitely better.

Now for this, please, please, please and yet another please, could you put a demo of WWF Wrestlemania on your crucial covertape, or else Golden Axe?

Olan Burke, Cork, Ireland

P.S. Where's your black and white cat?

LETTA OF DA MUNF



Dear Mr. Apocalypse

I've just recently re-discovered my C64 after a four or five year separation from it, so there are a couple of things I'd like to know, if you'd be so kind as to help. I'll say some nice things about your groovy mag first.

Well, I got the computer out, blew the dust off, got bored with my old games, so I went down to W.H. Smithies to get some computer magazines and get informed. Your beautiful Commodore Power was easily the best - the others were quite tedious, plus you're published by the same people who do Lime Lizard, my favourite music mag, so how could you go wrong? I'm sticking with you anyway.

On to my enquiry - I'm a big Clive Barker fan (bordering on obsessive, actually) and

a fellow C64 owner told me he vaguely remembered something about two games called Cabal and Nightbreed. Are these based on the Clive Barker book and film whose names they share? Who publishes them and are they still available (on cassette)? How much are they and are they any good? This all makes no difference, I'll buy them anyway, but I'd like to know what to expect.

Another thing; please pardon my ignorance, but as I said before, I've been away for a long time. What the hell is a C64 GS? It's mentioned in a letter to you in issue #2 and in your survey.

Thanks very much for your time and your excellent magazine and if you print and answer this, you're an absolute love.

Love, squiggles and a kiss for Bevy Babes.

**Jason T. Apricot,
Holme On Spalding
Moor, York**

P.S. I didn't say 'fab' once, for this reason alone

this should be made Letta of Da Munf.



PA: You see, occasionally it's best not to grovel too much - I really am quite fickle, me!

Clive Barker is a bit of a chap, although I prefer the gore factor of Shaun Hutson. As for Cabal and Nightbreed, well Nightbreed was certainly a game based on the film - and Rik thought it was quite smart - but Cabal was actually a game like Operation Wolf involving huge weaponry (although my weapon is TWICE as large - at least), and not based on the book at all.

Both games were, spookily, published by Ocean, and as I'm Mr. Generous-to-a-fault I'll send you whatever copy of Nightbreed I happen to find lying around.

By the way, the C64 GS was a sort of console-type thing that Commodore would much rather forget about, thank you very much!

THE POST APOCALYPSE SHOW

P.P.S. Is it possible to change the expression on your face?



PA: The location of my black and white cat is of no consequence to mere mortals

(actually he's stuck on the end of a pole, and I use him to sweep the chimney!). Also, I only ever change my expression when I get angry and nobody has ever been close enough to see it at this point and live to tell the tale.

If we brought Commodore Power out every two weeks, Rik and Jeff would be far too knackered to do anything else. As for the demo, etc. we'll see what we can do.



Dear Sir (PA)
I am writing on behalf of my six year-old son. He is the proud owner of a Commodore C64 (Father Christmas brought it for him). He has some questions for you:

1) Why can't you have a page in your mag for younger kids?

2) How many levels are there on Flimbo's Quest?

3) Where did you get your good looks from? (His mum thinks you are really

handsome).
Many thanks my dear, sweet, charming, handsome thing.
Mrs. J. S. Hines, Bootle, Merseyside

PA: Well, spank me with a wet kipper, nobody's ever called

me handsome. Somebody called me 'ugly' once (once was enough for them to book

- so if you've drawn any pictures, got any jokes, made any plasticine animals, or have photographs that you think are incredibly amusing, send them to me and the best ones get prizes.

2) Loads, er, four or five - I'm a bit rubbish at this sort of game. If it doesn't bleed I don't play it!

3) I bought my good looks from the same catalogue as Michael Jackson. Unfortunately I only had ten pee so I could only afford to buy the bits that were cut off him.



★ Our own Frosty the Snowman in action!

you answers though:

1) I thought the whole mag was for younger kids, but we're about to reserve a section that everybody can participate in

Dear PA
I've just read the first edition of C.P. It's pretty good, but I have some points [like the Himalayan mountains - PA]:

1) Frosty The Snowman was excellent, but it was so infuriating going back to the

Er, that's about it for this splendidly exciting edition of the country's most amusing, most stonky and most aggressive Commodore magazine. If you've got any correspondence about BBC television programmes, send them to Points of View. If you've got any letters, etc. for Commodore Power, send them to:

**POST APOCALYPSE,
COMMODORE POWER,
24 HIGHBURY GROVE,
LONDON,
N5 3EA**

You could have a chance of earnin' mega amounts of goodies & other stuff from the sack of skill!

start every time Frosty died.

2) The instructions for Frosty were crummy, how do you collect snowflakes?

3) You're not much help with letters about games, are you? If you've never heard of, or played one, why don't you find out?

4) Sorry to bring it up, but why can't you have a tape box, the slip box is naff, it breaks all the time?

5) Alright, who just learned the word 'heinous'? Were you on commission for the amount of times you used it?

6) The quality of pages and layout is brilliant.

7) How do I start a tape C64 fanzine?

S. Goold, Fareham

PA: Okey-dokey, here's your replies:

1) So what am I meant to do about it? We could've had you going all the way to the end every time he died, but that would be a bit pointless - anyway, if you were a better gamesplayer you wouldn't die at all, hah!

2) With a very fine net! Either that, or just try jumping towards them when they fall down the screen.

3) The time it takes to find out about games, I could be drinking twelve pints of heinous brew down the Dog and Vomit!

4) How could it break all the time - once it's broken the first time that's it! If you tread on a plastic case it shatters into tiny bits, if you tread on a cardboard one, you can always stick it back together.

5) It's always been in my vocabulary, but could it be that you've only just noticed that I use it?

6) We know!

7) First, take out your brain. Only joking! Or am I?

DOUBLE
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"I'm gonna burn you, sucker!" shouted Richard "Le Mans" Taylor, careering past Rik and Jeff on one of the office's chairs with wheels, "Oh no, pit stop!" he cursed, pulling up to the water machine before resuming his laps of the office. Quite frankly, we couldn't stand it any longer, so we gave him Storm's new arcade racer to review...

indy heat

POWER INFO

Supplier: Storm
Price: £10.99 Tape,
 £14.99 disc
Availability: March '92



I like racing games, and this is different to the norm, being a top-down view. If you have played Super Sprint or Grand Prix II, then you'll know what I mean, and you'll love this!

Two people can play at once, with two computer pacer cars so things can really get quite hectic. The screen doesn't scroll, so the action is quite concentrated and when you're trying to take a bend at 180mph it's



quite dangerous!

Before you start, you can buy parts for your car, ranging from engines, tyres and bumpers to nitro and the like. Money is very limited, so choose carefully. Limited, that is, if you don't know the cheat mode (Ho ho!)

Once you have built your car up, it's time to race. First impressions are "Good lord! Racing lentils!" (this was Mr Davys first impression anyway, but he's not wrong!)

The graphics are very

small and confusing at first, and the control a little strange (this can be changed, there are two types of control which can be selected on the title screen. A very good option!) but when you play a couple of tracks you are used

to it and the play becomes very compulsive.

If you race another person it's better, of course but even single players will get a good race or two. We spent quite a long time playing when it first came into the office and there were a fair few arguments about next goes!

There are ten different



How to be Indy (Indie)

- 1) Grow your hair a bit
- 2) Buy a guitar...
- 3) ...And a wah-wah & distortion pedal
- 4) Learn how to play it (but not very well)
- 5) Start moaning
- 6) Call yourself The Unhappy Stone Carpets (or something)
- 7) Et voila! You're now in an Indie band! (Actually, I think Indy is short for Indianapolis! Ed)





Arcade Version



C64 Version

tracks to race, which may not sound a lot but the way they change makes it seem longer. There is an option between screens to play the next, previous or the one just

need to go in, and when you do, your pit crew flood around your car and work away. Apparently you can run over your opponent's crew, slowing them down somewhat!

The graphics are very good, the angle of observation is quite convincing. The cars, although small, are also good and the control, once mastered, is very good indeed.

The music and sound effects are very average but that doesn't really matter



raced. This is quite handy if you feel that you didn't do as well as you could have on the track.

Throughout the track, you will have to pull into the pits a couple of times to refuel. Your appropriate colour pit flashes when you

when it comes to it.

The game falls on a couple of points. One is that once sussed its really too easy, although this was mentioned to Storm and they may have changed it for the release copies. The same applies to a couple of bugs in

Commodore Power's top five heat things...

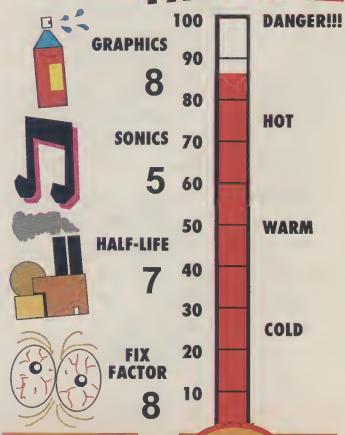
- 1) Vics Vaporub
- 2) Fisherman's Friends
- 3) Mr McDiehard's "Haemhorrage" curry
- 4) A large tropical island
- 5) Indy Heat, of course!

the computer cars, as they sometimes drive relentlessly into walls and stay there. Hopefully all this won't be in the final version!

On the up points, it's a really great game! The control is brilliant, and, as I said earlier, if you like racing games, then you really will get on with this. Even if you don't like them, check this out. It's brill! ☺



CRITICAL FACTOR



DANGER RATING **86%**



"Of course you can review this sequel to Summer Camp," we said to *Richard Taylor*, "but you have to sit in a tent on a cold mountainside to do it!" Sadly he just punched our noses and snatched it!

winter camp

POWER INFO

Supplier: Thalamus
Price: £10.99 tape
 £15.99 disk
Availability: March 1992

I never saw the prequel to this game, Summer Camp, so I wasn't familiar with the character of Maximus Mouse and his earlier antics.

The seasons have changed and now he is in a winter wonderland (the music!) full of potential danger to a small rodent.

Maximus has decided to train for ranger of the camp. In order to prove himself worthy, he must demonstrate his abilities of basic survival and rescue. What this means to you as the games player is that this is a game full of different levels (and quite a lot of them) that have to be attempted.

The first screen sees the mouse in an ice-skating race, challenging a computer-controlled opponent. This is similar to a level in Winter Games, if

anyone remembers.

To build up your speed, the joystick must be waggled like mad but due to a unique control system, you don't have to keep this up constantly. A small arrow points to one of four icons at the bottom of the screen, one of which is speed up. The others are slow down, stop, and fall over.

All you have to do is keep it on speed, and you



can let it slip a bit by slowing the pace of your waggle. Not too much, or the arrow will go too far and point to another icon. Very original feature, that.

Once you have beaten three opponents, it's on to the next screen.

This is also an ice-skating romp, although there is no race, it's just a matter of survival.

Your mouse can be armed with a variety of items, from brooms to snow



balls. Some objects have to be used at the correct time and thrown at the right people. I'd give an example here, but to be honest I couldn't work it out despite being shown once.

Some objects can be used repeatedly like the bombs and snowballs, just to clear a way for yourself.

One very amusing feature on this level was that when you fall through a hole in the ice, you see Maximus swimming underneath. He does this until he reaches another hole, then he pops out in a block of ice that melts away!

Whilst all this is going on, there are plenty of odd-

looking characters doing their thing. There is a fish that jumps out of every hole, for instance.

All looks really good, and is evident of careful thought and design. This, by the way, shows throughout the whole game. The attention to detail is brilliant.

Obviously John Ferrari, the programmer, has spent a long time over this one, as he did all the graphics, coding and music. Quite a mammoth task!

There are quite a variety of screens on top of this,



POWER PACKED

one of the more fun ones being the third level. In this one you have reached the end of the ice level, and in front of you are a number of trees inhabited by snowball-throwing bears.

Luckily for you, Maximus is also armed with an unlimited amount of snowballs. The object is simple, take the bears out with your expertly-aimed missiles. An icon must be pointed at a bear and the fire button pressed to throw. The bears change colour when hit, and eventually fall out of the tree. Very simple, but good fun!

The next stage involves a canoe, a large river and several hundred nasty people. This is more tactful than the rest as certain tasks must be performed to be able to complete it.

If you miss anything then you will carry on, but eventually there will come a point of no passing. Annoying in one way but it makes you think! The solutions are fairly logical (such as throwing the honey at the bear, etc.)

After this there are



another four levels, making a total of eight fiendish screens requiring much effort. There are a couple of 'bonus'-type screens, including the snowball one and another Simon-type game. Great one, that!

Others include rolling down a large hill in the form of a snowball avoiding a variety things and performing large bounces over otherwise unpassable areas.

There is also skiing over a barren snowland, rescuing other skiers and the final screen. This is the meeting with the Big Bird. The Big Bird, by the way, is a nasty creature whose ambition is to cause an avalanche. This is a form of timer and at the top of the screen there is a radar showing the distance



CP'S TOP CAMP THINGS

- 1) Tents
- 2) Sleeping Bags
- 3) Roaring campfires
- 4) Open-air toilets (bleurgh!)
- 5) Nettles
- 6) Spooky sounds at night
- 7) John Inman (Er, yes, that's quite enough camp things! Ed)

between the bird and a small pebble balanced at the top of a mountain.

When he reaches this, well it's obvious. A huge avalanche sweeps the area, finishing off our hero (and several hundred other innocent skiers).

The last screen is in

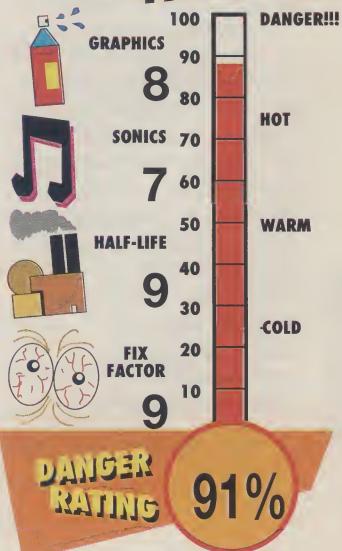


Donkey Kong style. You must first pick up a worm, and take this to the top of the screen to give to the bird. If this is performed enough times, the game is complete. It's not easy though, it'll keep you going for ages!

All the screens are very compelling and require much thought and joystick-wrenching. Graphically it shines throughout, as does the design. The music is good and fitting, but as there is only one tune, it may annoy after a while. A real shame!

Originality, cuteness and sheer dazzling playability makes Winter Camp another mighty release from Thalamus - the C64 gods! *

CRITICAL FACTOR



Some people may be a bit perturbed when they discover that Rik and Jeff like nothing better than to run around shooting plastic balls at each other through huge toy guns, other people are just sympathetic. For the two eds with mental ages of 5 year-olds, the Toy Fair beckoned with much to fart around with. Words by Rik Henderson, Pics by Jeff Davy.



Defence cuts hit the Red Arrows



The Matchbox stand was home to many interesting doo-dahs. Firstly, to celebrate the launch of the new range of Thunderbirds metal vehicles, the, er, Thunderbirds were actually at the stand, or at least the two actors who have to perform as Scott and Virgil every night at the Ambassadors Theatre in London.

They had to go through the ritual of performing for the buyers and journos with Matchbox very much pulling the strings, but it all underlined the fact that the ancient puppet series is elevating back to hee-uge status.

Not to be outdone, though, the Red Arrows (in the flesh) also strapped the new range of Red Arrows die-cast airplanes to their heads (and did look very silly indeed), and just avoided each other in a rather dangerous manoeuvre to satisfy all the press photographers

cor, look at the chrome on that...

present.

Intercom City was also rather interesting, and shows a vast improvement in technology from when I had to make do with a shoebox with Garage (spelt 'garej') written on the side in red felt tip. All the cars in the city have an individual bar code on their underside and when passed over the 'readers' scattered around the city a message is screamed out of a speaker in the main control tower, generally sending that vehicle on a mission. There are loads of different cars, helicopters, etc. and tonnes of missions for each - it was all rather breakthrough.

Finally at Matchbox, there was a rather keen fellow who demonstrated a new form of, dare I say it, Scalextric (although nothing to do with that product really). It was a race game for two fighter aircraft, that had loop-the-loops, synthetic sound effects, and the added bonus of being able to chase each other, and wreck the opponents plane.

Thunderbirds are go!!!



If only all cities were like Intercom City!

**dudes
in
town**



Scalextric this ain't!

into a large collection of heinous waste) as the major figurehead. All the characters are extremely colourful, and being based on a cartoon that's on its way over here, it's sure to be a winner.

Lastly in the "hey kids, let's get this planet cleaned up or we're all going to die of a horrifying skin disease or something" type of toys, Hornby has launched the Trash Bag Bunch. These are collectable figures (in preference to the action ones featured above) that come in little rubbish bags.

When you pop the bag in water, it completely dissolves allowing the purchaser to see what figure they've bought. There's also a recycling centre that will re-bag your figures, and think of all the fun you can have trying to swap the crappy two-headed flange monster for a splendid mega-death anthrax ridden mechanoid with spiky bits.

Colour of the show was quite obviously green, or at least when it came to action figures, that's the way everybody seems to be going.

For a start, there's the Captain Planet range based on the incredibly successful cartoon, in the States that is - I've never seen anybody walking down the streets with a Captain Planet T-Shirt, have you? That said, the figures are pretty cool, with lots of gunge, oozing type stuff, and craft that double as water pistols, all of which with a sickeningly American sense of Ecological morality - okay if you can keep your lunch long enough.

The Toxic Crusaders, on the other hand, deal with the same message but in a way that avoids all this superhero in tight boxer shorts type stuff, and deals out a dose of ugly means cool. The main heroes are hideously deformed, with Toxie (a man who has previously fallen

how green does your toy collection grow?



Sleazy Rider with the Toxic Crusaders.



(Trash) bags of fun for everyone!



My, sir, that's a large weapon you have!

"Wait till I get the bod who stole my Listerine!"



into game with a bit more meat Dark World would satisfy that kind of hunger.

TSR is actually the Godfather of fantasy games, having brought Dungeons and Dragons to the world, and so to say that the new D&D is Heroquest inspired would be like saying that Sugar is inspired by Sweetex.

Mind you, the updated version of the game, has been transferred to a board (instead of being solely tabletop), and, er, it's a bit 3D. But at least this allows the masses to taste the honey and nectar of the number one fantasy game of all fantasy games.

Wizards

look mummy, it's one of those 3D fantasy board games...

Another trend that seems to have caught on amongst board game manufacturers is the one started by MB Game's Heroquest and Space Crusade. They sold so well, it's time for a few more methinks.

Waddingtons leads the way with Dark World, and hired a rather robust actor to dress up in very little and wield a huge sword whilst explaining the rules of the game. Let's just say there's lots of orcs, fighting, skeletons, mummies, fighting, dice-rolling, and, er, fighting. There's also a fair amount of 3D landscape, and walls and things, so if you're

Does this look like a Play-Doh Philip Schofield to you?

You'll never get board of Chart Moves!



Nerf off!

pull back the elastic and shoot them across the room at a rate of knots only experienced by test pilots - or, as in my case, the balls dribble out of the end and fall on the floor, thanks to me being so crap.

But the piece de resistance was definitely the pump action shotgun type thang that you put four Nerf balls into the end and pump away with the handle shooting them at the people trying desperately to demonstrate other product to American toy traders.

Er, perhaps not. But the award for most radical pieces of non-dangerous weaponry must go to the Nerf range of products.

First up is the bow and arrows that, through an ingenious use of air build-up shoots foam arrows quite a distance - and it's all completely safe (as long as you don't smack somebody over the head with the plastic bow part).

There's also a catapult that shoots Nerf balls, you load three of them in the top,



the best of the rest...

overcome by the fumes of their medium, and let's just say that Dali would be proud of the final result.

The Jelly Babies were wandering 'round, celebrating the fact that every toy company on the planet seems to be making a toy based on the popular sweets. At least they were walking until Jeff ran up to the pink one and twisted its head off.

Finally, before we collapsed in a big heap of toy exhaustion, much amusement was made watching people springing and sticking to the huge 'fly wall'. The participants put on a suit of velcro and fling themselves as far up an inflated wall as possible - what jollity.

(Er, that's enough toys! - Ed!



Velcro suits - our fashion tip for '92!



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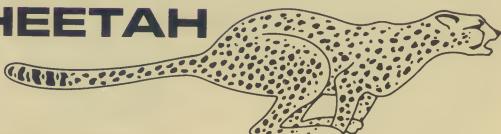
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**POWER INFO**

Supplier: US Gold
 Price: £14.99 tape
 £18.99 disk
 Availability: Out Now!!!



MAX (maximum action xtra, no less) is the latest compilation out on the 64, this time from US Gold.

These seem to be coming all the time now, and the quality of the games are getting better and better!

This one consists of Night Shift, St Dragon, Swiv (!), and Turrican II. Most of these were out barely a year ago.

SWIV

Let's get one thing straight. SWIV is bloody excellent. If you're into mega-hectic shoot-'em-ups then this really is one of the best you can get on the C64.

From the programmers of Silk Worm (it's the follow-up) it is similar in a few ways. For a start it's two player, once again with a helicopter and a jeep, but this time you get a top view and it scrolls downwards. The whole screen is used, which really does make it look that bit better.

You start off with a slow, double-bullet-firing helicopter (or jeep) and you must build it up to survive (speed, fire power, etc).

The only problem with this is that you

can only pick up enhancers when you have finished a level and then you can only pick up one. A bit disappointing for heavy fire-power freaks. It really is needed in later levels when every thing just pours on to the screen.

There is plenty to shoot at (32 sprite multi-plexor,

y'know!), flying objects and things on the ground, much in the style of Terra Cresta or Raiden.

With loads of levels and end-of-level big things to conquer, this really will keep blast-'em junkies hooked for a good long time.

Considering the price of this compilation, it's worth buying for this and Turrican II.

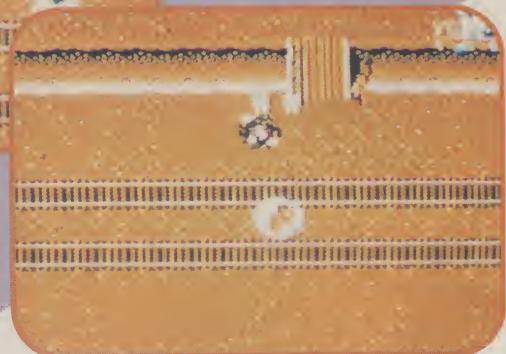
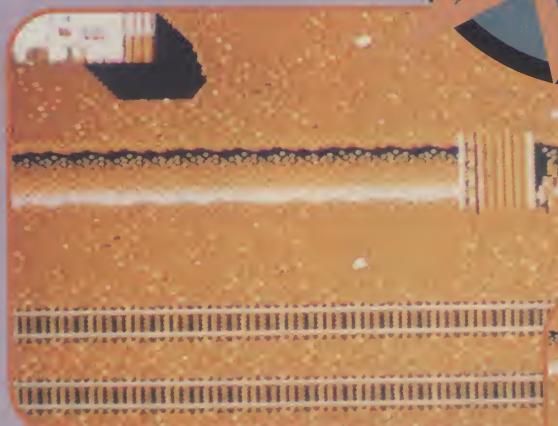
A great game!

ST DRAGON

One of the poorer games on this compilation, I found it slow and boring after SWIV.

Once again a fairly obvious shoot-'em-up, with a

"Get the Max" we said to *Richard Taylor*. Next thing we knew, he was back at our desks with some steaming hot cups of instant coffee and a handful of coffee beans which he proceeded to rattle rather annoyingly. How sad!



horizontally-scrolling screen; You control a dragon-type thing (with a tail 'nall) whose mission in life is to destroy everything it possibly can.

Your weapons can be enhanced quite considerably and your tail can be used as a shield, which is quite useful.

This had good reviews when it first appeared, but it seems to have aged quite badly. Although not a really bad game, it's not brilliant - but with all these other games on the disk, you can't complain.



NIGHTSHIFT

games, but in its own right quite original and humorous.

You take control of either Fred or Fiona Fixit, two characters who have agreed to take the Night Shift in a rather crazy factory.

To start off, you must power up the factory with

nothing more than pedal power. There is a bike on the first screen which you must pedal like crazy by waggling the joystick.

Once you have powered it up, it's time to sort out the rest of the factory's problems. These range from clearing out vermin to painting the walls.

It's essentially a platform game with added bits, but nothing that was added really made me want to play it for very long.



OVERALL, one of the best compilations to come out on the 64 recently. Although only four games, Turrican II and SWIV make it worth buying. You'd be silly to miss this one. Great value for money.



TURRICAN 2

Carrying on the heavy-weapon style of this package, this one has to have the most impressive weaponry - probably on any game on the 64.

If you have seen Turrican 1, then you'll know what to expect from this game. If not, then an explanation.

You take control of a spaceman-type character, who apart from being able to jump incredibly high, is perfectly capable of destroying just about anything he wants to. Some of the weapons are truly awesome.

His job is to shoot everything (surprise, surprise) and find his way out of a rather large complex of caves, tunnels and strange buildings.

It's in the style of a platform game, really, but don't let that give you the wrong impression, it's totally brilliant.

These caves, etc. are inhabited by quite an array of



robots and creatures, all of whom are out to get you. Some of these when shot will kindly leave an object for you to pick up. These range from different weapons to extra lives.

You also have to locate

diamonds that are counted up when collected. When you feel enough damage has been inflicted on the level, you must locate the exit, which really can be quite a job sometimes. It's worth making a rough map of the areas.

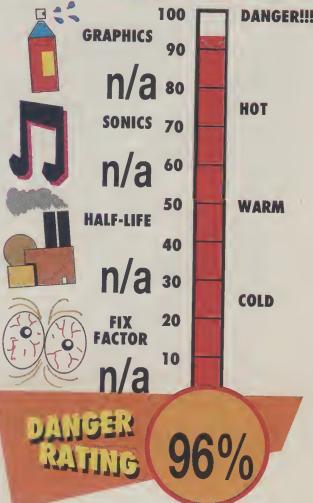
Before you can leave, an end-of-level dude must be taken care of. These are absolutely huge and sometimes incredibly difficult to finish off - they must be the biggest baddies ever seen on the 64! They certainly require quite some damaging.

This game is brilliant, one that no 64 owner should be without. Although it may appear difficult at first, a few goes will get you quite far. The controls take a bit of getting used to, however.

Buy MAX for this and SWIV! A bit boring after these other



CRITICAL FACTOR



He's back! He's in colour! HEEEEEEE'S
(He couldn't be duller!!)

AIR COMMODORE

AIR AND HIS NICE
COUSIN ZITT ARE
IN PURSUIT OF
"SKINLESS" SOSSIDGE

I GOT THIS NEW
VIDEO GAME, RIGHT,
AN' IT'S BRILL,
RIGHT, AN'...

OH, BRILL, THEM
DOODSER GOIN INNA
THAT PLACE, LIKE,
MEGA! BRILL...

INSTITUTE FOR THE STUDY
OF HOW GOOD CHIMPS ARE
AT SOLVING THE WORLD'S
PROBLEMS ON COMPUTERS

KEEP YOUR VOICE
DOWN, AND TURN OFF
THAT GATEAU BLASTER
OR THEY'LL HEAR
US, COUSIN ZITT!

I HATE MY
COUSIN ZITT! I
JUST HATE 'IM

IGNORE THAT BUFFOON!
LET'S SEE WHAT'S BEHIND
THE GREEN DOOR...

THEY HEARD
US! THIS FOR
YOUR SPOTTY
MACHINE!!

I.N.M.
RESEARCH
ROOM
NO
ADMITTAN

EGAD! AN INFINITE
NUMBER OF MONKEYS!

OF COURSE NOT, YOU
IDIOT... WE'LL HAVE TO
RENT A MINIBUS...

IS THAT LATIN?

I KNOW
THE ART-
WORK WAS...
AAGH! OZ THAT?

HE BUST
MY SOUNDS!

AIR
COMMODORE
IS THE NAME, AND
JUSTICE IS ME
GAME.

GET HIM,
MR. SOSSIDGE!
I'M ON YOUR SIDE!

URPH!
MY SOLAR
PLEXUS...

NOT SO
FAST, FELONS!

OH! MY
CRANUM!
OOG! MY
INSTEP!
OOF, MY
RIBCAGE!

SO YOU SEE,
SOSSIDGE - CRIME
DOES NOT PAY.

ANYWAY, YOU
WOULDN'T HAVE
FOUND THE GENIUS
CHIMP ANYWAY,
BECAUSE I BET THEY
KEEP HIM IN A MEGA
SECRET HIDEOUT,
AND ANYWAY...

I SAY, COULD YOU REDUCE THE NOISE
LEVEL A BIT? CHAP CAN'T WORK...

NEXT TIME:
11:35 P.M.





FILMS

Star Trek VI
Highway To Hell
Godzilla vs. Dave
Hackett

F**MUSIC**

Manic Street
Preachers,
Bedazzled
Bleach
Spitfire,
Soundgarden
Altern 8, Toasted
Heretic- plus more

**VIDEO**

Mr Strangey- Dull
Blake's 7
Terminator/
Running Man

**COMICS &****CONSOLE**

Top Ten's Top
Ten

**T.V.**

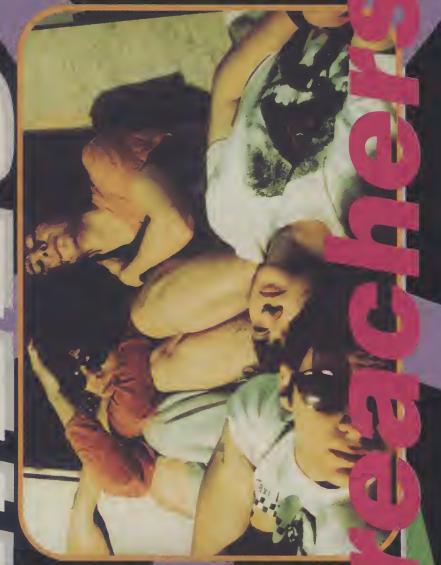
Dr Who



TERMINATOR 2



BIG THRILL BOX



manic street preachers

TFor those of you who thought that Doctor Who had become just another inscription on a headstone in the BBC Graveyard For Cancelled Series - we've got some news for you!

While new adventures of the good Doctor seem to have been permanently postponed, those of you who own television sets may have noticed that on a Friday night, the BBC are showing selected adventures

Pertwee and Tom Baker - when they take on 'The Sea Devils' and 'Planet of Evil' respectively, as well as stories featuring later Doctors Peter Davison, Colin Baker and Sylvester McCoy.

One can only speculate as to what reasons the BBC has for showing these old stories, but it has been suggested that it's a way to keep quiet fans eager to see the series returned to their screens.

But, of

'Experiment'/'Genesis of the Daleks', 'The Masque of Mandragora' and 'The Deadly Assassin'.

It's surprising that apart from special effects

McCoy's were!

The BBC also plan to issue a series of audio tapes of episodes which have had the actual film lost or destroyed, but the soundtrack remains intact.

So far, three Patrick Troughton stories have already been record with narrations from Jon Pertwee, Tom Baker and Colin Baker.

Virgin books,

who

and

Collin Baker.

Marvel

Comics

'Doctor Who Magazine', which has been running since 1977 and released over 180 issues to date. Apart from all the latest news on the series,

merchandise, and

general pieces of

interest to fans, it also

includes features,

interviews and reviews.

The strongest point

of the magazine,

though, is the comic

strip which - along with

the 'New Adventures'

books - was recently

acknowledged by the BBC

as being part of the series

continuity (which

means that

they're now officially Doctor Who adventures, just as if they'd been on TV).

In its time, the Doctor Who comic strip has attracted a range of top class

regular Doctor Who

conventions - usually

with a surprise guest or two -

as well as

a

Doctor Who

Appreciation

Society. So, even

though new exploits of

everyone's favourite quack

have been shelved for the

time being, there's still an

awful lot going on in the big,

bad, world of Doctor Who!

Pip! Pip! Hooray!

(MB)

currently own the rights to publish novelisations of the TV series (eight million copies of various stories have been published since 1973) and who've handled most of the adaptations of the Doctor's TV exploits since they took over from Target Books, have recently released what they're calling 'The New Adventures of Doctor Who'.

It's surprising that, apart from special effects, most of these stories stand up very well against many television programmes of today.

course, there are other outlets available for the Doctor's adventures apart from the series itself. BBC Video - never one to miss a trick - has been issuing selected stories since 1983 (although not regularly until 1987), and recent releases include 'The Hartnell Years' and 'The Troughton Years' - compilations issue since most of the original episodes have been long since lost or destroyed - and Tom Baker stories 'Robot', 'The

Meddler', and the second Doctor (William Hartnell) battling fellow Time Lord, The Meddling Monk, in the 1965 story 'The Time Meddler', and the second Doctor (Patrick Troughton) in the distinctly odd 1968 story 'The Mind Robber'. Later in the year, you'll be able to witness more nostalgia in the shapes of the third and fourth Doctors - John

featuring all the Doctors. So far, we've had the first Doctor (William Hartnell) battling fellow Time Lord, The Meddling Monk, in the 1965 story 'The Time Meddler', and the second Doctor (Patrick Troughton) in 'The Mind Robber'. Later in the year, you'll be able to witness more nostalgia in the shapes of the third and fourth Doctors - John

writers and artists, including the likes of Alan 'Watchmen' Moore, Dave 'Batman vs. Predator' Gibbons, Alan 'Judgement on Gotham' Grant and even the series' ex-Script Editor Andrew Cartmel.

Elsewhere, there are also

regular Doctor Who conventions - usually with a surprise guest or two - as well as a

Timewyrm quartet and the first in a trilogy of stories subtitled 'Cat's Cradle', with more to follow. The big, Grand-daddy of the lot, though, is

Bleach

Hmm... Those CP chappies - so kind, I just wish they'd have their hair cut, and *fix* their clothes up a little bit - had only given me one video, Fitness Wins, to last the weekend so I decided to make it last by using the slow action mode on my video. Unfortunately, the sound doesn't come out when you use this exciting function, but I thoroughly the experience none-the-less.

It is for this reason that I have no idea what the film was about, but there was a lot of men jumping around so I should imagine it was one of those action movies I've heard so much about from my friends who like to sharpen pencils with pen-knives and do other dangerous things. It was all too much by the end of Sunday night so I had to go to bed extra early and foretake my cup of Ovaltine. Bye, bye.



Since they burst onto the indie scene with some gripping 12" s about a year ago, Bleach have been mighty quiet. But now they're back, BACK! With a new EP and an LP to follow. Their latest splendid slice of subtle-but-strong pop/rock is entitled Shotgun and it really grows on you. Plus you can win one of TEN copies we've got to give away! Just name any brand of er, bleach (I) and send your answer on a postcard to: "Kills all known germs - DEAD!" compo, Commodore Power, 24 Highbury Grove, London, N5 3EA - by April 2nd! (JD)



Mr. Strangely-Dull



Self-styled 'sexiest band in the world' Spitfire go from strength to strength. They'll clock up their third EP with the release of Freemachine this month - a third vinyl delight unashamedly influenced by 1970's guitar-grinder bands and by incredibly funky film soundtracks of the era. For instance, they've done a cover version of 70's TV series The Six Million Dollar Man's theme. Their stage shows are a whirl of spinning lights and black-clad female dancers (bit suspect, this!) on podiums and the band themselves exude an ultra-cool stage presence - singer Jeff Pritchett has even been called 'sex on a stick'!

"We're easily one of the most talented bands around at the moment" they say - this new EP continues to prove them correct. (JD)



Spitfire



Sound of the Suburbs/City

Back when many of the CP staff were young, the sounds kicking through the charts weren't bleepy, non-stop dance tracks (by 'eck, no!), they were no-kidding guitar toons from guys and gals who knew the score. Sound of the Suburbs brings these raves from the grave to your attention - songs like The Buzzcocks' 'Ever Fallen in Love', The Only Ones' 'Another Girl, Another Planet', Elvis Costello's 'Oliver's Army', The Stranglers' 'No More Heroes'. The NME said "this is pop heaven" and they're not far wrong. The songs have lost none of their original shine.

Sound of the City takes over from where the first LP left off - about 1979, as it goes - and clocks in with Adam and the Ants, The Pretenders, Blondie's ace 'Denis' and a stack of others. Quite frankly, everyone in the office was flummoxed when it came to describing how brilliant these compilations are.

Try describing how great your favourite bands at the moment are in ten years time and see what we mean! (JD)





If you have a small idea that you may have liked the Manic Street Preachers on Top of the Pops, or The Senseless Things, but you haven't a clue as to who they are, or how many bands there are like them, the best idea is to get yourself a compilation album of such bands and test the whole water.

Independent 20 is such an album, and contains excellent material from artists like Daisy Chainsaw (Love Your Money - one of the greatest indie-pop songs ever), and The Sugercubes (Hit - Try getting the lyrics out of your head: "I lie in my bed totally still, my eyes wide open, I'm enraptured" - excellent!)

Other excellent news, apart from its release, is that we've got 10 copies of it to give away to the first ten people drawn out of the hat on April 2nd, who answer the following question: Which Scandinavian band sang 'Money, Money, Money'?

Send the answer on a postcard to: Independent Thought Compo, Commodore Power, 24 Highbury Grove, London N5 3EA. (RH)

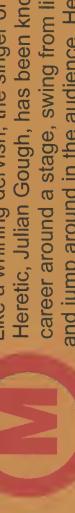
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Like a whirling dervish, the singer of *Toasted Heretic*, Julian Gough, has been known to career around a stage, swing from light fittings and jump around in the audience. He appears several sandwiches short of the full picnic, anyway. They're about to release the follow-up to the gorgeous 'Galway and Los Angeles' single that was out last year - 'Another day, another riot' - and a very quiet, thoughtful little tune it is, too, with none of the Queen-style guitar and sweeping sound of the 'Galway...' but all the quality! And you can win one of TEN copies we have to give away! Just tell us the name of three things you could spread on a slice of toast and send your answer to: "Heretic and Now" compo, Commodore Power, 24 Highbury Grove, London, N5 3EA - by April 2nd, please.

Toasted Heretic

Magic Roundabout



Contributors

Rik Henderson, Jeff Dav
David Owens, Michael
Bonner, Dave Hackett

Photographers
Matt Anker, Jeff Dav
David Tonge

Top Ten, Er, Top Ten



These are the comics that are currently being shifted in bucketloads at Top Ten Comics Soho



1. Punisher War Zone #1 - Marvel
2. Warlock And The Infinity Watch #2 - Marvel
3. Uncanny X-Men #286 - Marvel
4. X-Factor #76 - Marvel
5. Predator, Bloody Sands Of Time #1 - Dark Horse
6. Punisher #21 - Marvel
7. Terminator, The Enemy Within #3 - Dark Horse
8. Excalibur #48 - Marvel
9. The Incredible Hulk #391 - Marvel
10. Hellblazer #51 - DC

And now you have the chance to **win the above top ten comics** by sending us the answer to: Name the stars who played the heroes in both of the Predator films. (Clue: There is a different one per film). Just jot it on a postcard, or sealed envelope, and send it to: **"Tights and Underpants" Compo, Commodore Power, 24 Highbury Grove, London N5 3EA.** Make sure it gets to us by April 2nd! (BH)

JEFF DAVY'S EXTREMELY SMALL, BUT PERFECTLY FORMED

Generation Terrorists Manic Street Preachers



From the band with the biggest mouths in pop comes a whopping debut album. This is major mainstream rock stuff, closer to Guns 'n' Roses metal than Sex Pistols-style Punk. What's more, it's a stunning product, combining blistering guitar with catchy melody. It may all have been done before, but this record's great.

★★★★★

Hands on Thousand Yard Stare

This lot are certainly bright new hopes for 1992. In a year they've come from the obscurity of Slough to press adulation. Now, after a succession of storming EP's, their debut album arrives. Rarely for an album, every track is good. They tread a line between the Wonder Stuff, the Senseless Things and a host of other like-minded bands but do it with such verve that you have to encourage them. A neat album - maybe they'll be the next big things?

★★★★★



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★★★★★



Seven James



Once, James were a quite quiet, unassuming lot from the North, this album sees them taking on a massive Stadium-sized sound that wouldn't be out of place on a Simple Minds album. In fact, maybe this is the album that Simple Minds never got around to making! If you liked the sweeping sound of their hit 'Born of Frustration' then you'll love this album. I have to admit even a James fan!

★★★★★

Everybody You Know -	Headtime
Bedazzled	Another Day, Another Riot
Shotgun - Bleach	Toasted Heretic
Freemachine EP -	Television - Hip-Hoprisy
Alive - Pearl Jam	The Green Man
Young Mavericks -	Rum & Black
Golden Section	

45's Kickin' on the Big Thrills stereo:



Money KMFDM

No-one's quite sure what the initials KMFDM actually stand for - and most of the guesses are unprintable - by whatever it is, KMFDM's music signifies something evil in the works. They fuse hard dance beats to grinding guitars, samples and strangled vocals to create a misterious aural experience. Very alternative but rather fine.

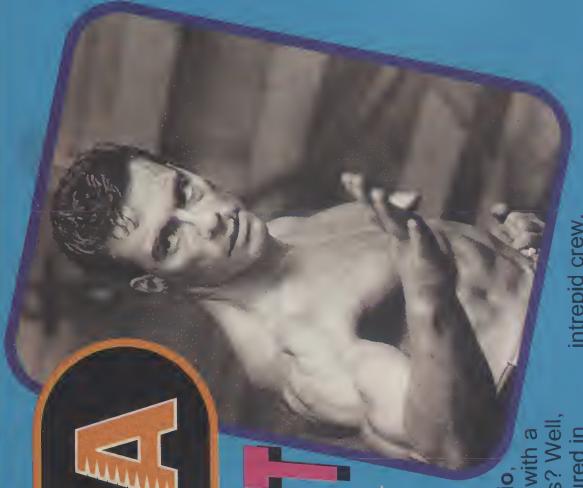
★★★



Starring: **Chad Lowe, Christy Swanson**

Hell is becoming quite a regular location for films nowadays, what with Bill & Ted last month and now this one. Chad Lowe fails to heed the advice of an old Petrol Station owner and gets his girlfriend (Kristy "Mannequin On The Move" Swanson) kidnapped by a Cop from Hell. Happens every day, doesn't it? Still, he goes to Hell to retrieve her and has to contend with bikers, mad dead people and, ultimately, the Devil himself (played by Patrick "Robin Hood" Bergin).

As well as being a reasonably great and suspenseful film, it has a number of intelligent and humorous twists, such as the Road to Hell actually being paved with ground-up sinners.



GODZILLA VS DAVE HACKETT

Big Maccio

Funda
Mentalist
Christian

Finally, remember Ralph 'Chops' Maccio, the cute, skinny dude with a flair for the martial arts? Well, anyway, he hasn't figured in anything much since Karate Kid 17 - however, look out for him later this year in **My Cousin Vinny**, a comedy directed by Jonathan 'Nuns On The Run' Lynn.

Pump Up The Volume and Robin Hood (the successful one) star Christian Slater crops up in a couple of biggies this year, Kuffs and Mobsters: The Evil Empire (out this month).

In **Kuffs** he plays a high school drop-out who inherits a private police force (Americans will leave just about anything in their wills, so it would seem) and puts it to good use.

In **Mobsters** he strays across to the other side of the law, playing a big-time baddie along side Richard Gereco. The young gun also lends his voice to Ferngully: The Last Rainforest, a full-length animated adventure with nature as its theme.

Any colour so long as it's black...

Super dude Keanu "Bill and Ted" Reeves' next on-screen role sees him playing the character Jonathan Harker in a brand new production of **Dracula: The Untold Story**. Based on the original Bram Stoker novel, this "Godfather" Francis Ford Coppola version is described as being both erotic (oo-er) and horrifying... I can scarcely wait. By all accounts, Coppola ran the show like a military installation, but then there's nothing quite like a bit of organisation.

The film boasts an all-star cast, including Gary Oldman as old Drac, Winona "Heathers" Ryder as Mina Harker (Keadu's missus in the film) and Anthony Hopkins as soul-saver Van Helsing.

What's the Juice?

In actual fact, **Juice** is a rather kickin' film currently making waves Stateside. The poster campaign for the movie has caused its fair share of controversy with its depiction of armed and ready black youths in a similar vein to those bill stickers for the movie **New Jack City**.

The movie takes a hard look at street life in Harlem, focussing on the hip-hop culture and, as one would expect, the sounds to the pictures are well fresh - featuring such rap heroes as Eric B. & Rakim, Naughty By Nature, EPMD and Big Daddy Kane. **Juice** should arrive here some time in the Spring but the soundtrack is procurable in the shops now, via the MCA label.

Any colour so long as it's black...

Nobody expects the Spanish Inquisition!

The notoriously magnanimous father and son production team of Alexander and Ilya Salkin are once again spending money like it's going out of fashion.

They originally rose to generous prominence after splashing out an estimated two million pounds on **Marlon Brando** for 12 days work on the production of **Superman**. And would you credit it, it's Brando again who they're donating righteous bucks to, somewhere in the region of three million, for his cameo role of **Torquemada** in forthcomin' epic **Christopher Columbus**.

HOTSSIP

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intrepid crew. The stardate is 8679.14 (how's that for precision) and the Federation are about to do battle against the nasty but seemingly-cuddly Klingons, and all in the name of Peace. Some interesting effects,

new characters

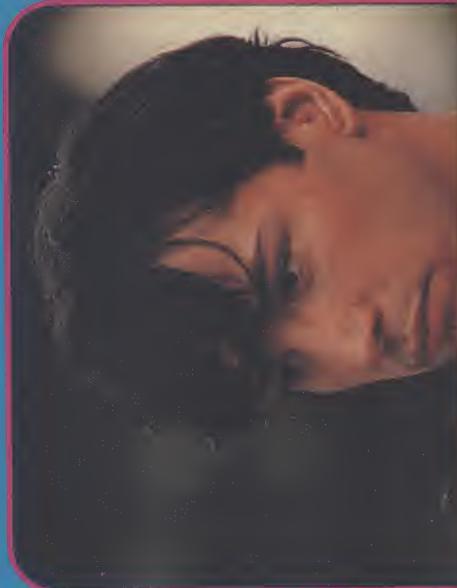
(Christopher Plummer as General Chang) and a generous helping of moral fibre help raise the movie from becoming another cash-in or, worse still, a laughable hokum, and alas if this is really the last **Star Trek** offering, then die-hard fans are gonna have to Klingon (Ouch! Ed) to their memories. (DH)

Star Trek VI

Sometimes referred to as **Star Trek: The Far Country** and the follow-up to 1989's **The Final Frontier**, this latest instalment sadly marks the final mission for the famed Starship Enterprise and its

who had good intentions. It's a lot less tacky than it sounds and very enjoyable. (JD)

Highway to Hell





COMMODORE POWER

POSTER #3 ☺ 'BILL & TED'



COMMODORE POWER

POSTER # 3 © THE UNDERTAKER



Paul "Spiffy" Rigby checks out the first computer excursion of Enid Blyton's chums and still gets home in time for tea & scones and lashings of ginger beer!

famous 5ive

POWER INFO

Supplier: Enigma Variations
Price: £8.99 tape
 £12.99 disk
Availability: Out Now!!!
 mail-order only



"Hurrah!" and "Lashings & lashings of ginger beer" and "Hurrah!"

again and other spiffing phrases are part and parcel of Enid Blyton's Famous Five series.

Oh yes, I remember the series of books well. I had the whole series, I reckon.

Aye, there was I, a wee nipper, chickenpox by the armful, saved by a steady supply of the jolly adventures of Julian, Dick, Anne, George and the blasted dog Timmy.

But let me ask you this, what on earth was our Enid thinking about when she named the kids' Aunt 'Fanny' and their Uncle 'Quentin'? I mean, really, stroll on, luv a duck, I ask you, etc.

Any road up, this text/graphic adventure includes some intriguing character-handling, using a system called Worldscape.

The game begins when Julian, Dick and Anne visit their aunt and uncle. This is the very first adventure, so they had yet to meet George,



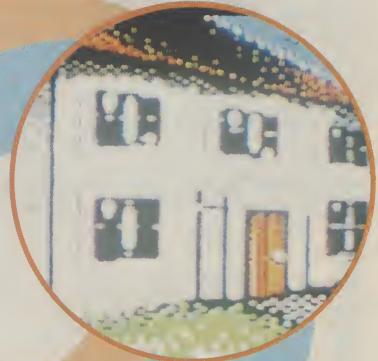
the Tomboy girl, and her dog, Timmy (as in "Oh, you're so lucky, Timmy!").

From there they worm their way into a treasure island full of stereotyped villains and secret caves. Great fun, in fact.

The game world is dynamic, which means that events move on while you wait. I'm not a big fan of this type of wandering character system; it doesn't present

linked sentences using "And", "Then" and commas. Prepositions can be used to alter the meaning of verbs and group commands such as "All" and "Everything" are also included.

During play, the screen is divided into two sections. The upper portion of the screen contains all descriptions, messages and graphics which pop up for selected locations. They are



automatically displayed, ready for you to "Exam"ine something else; very thoughtful and user-friendly.

But the parser doesn't understand some basic words included in the location descriptions, although memory restrictions may be a factor here.

Criticisms apart, this is a well-produced game, with lots of imaginative production techniques. I hope that Enigma Variations are working upon a sequel to this first Five instalment because I am sure it will be enjoyed by all C64 adventurers. *



realism, just an impression of a game full of aimless manic zombies.

You can "Tell" and "Say" things as well as "Ask"ing them "About" things. Characters have their own special facets so you can ask a character to perform an action you might not be capable of.

You can also "Become" any of the Famous Five (except the dog - until later, anyway). Each character has their own advantages: Julian is strong, whilst George is the best swimmer.

You can even split the Five up to explore several directions at once. This is essential to solve some of the problems.

The parser is up to modern standards, with

very well drawn and appear instantly on screen - pretty good going for graphics of this complexity.

The lower section is the text input area.

Highlights and criticisms fall upon the parser. When you can't examine something, the "Exam" is

THE FAMOUS FIVE IS AVAILABLE BY MAIL-ORDER ONLY... SO GET IT DIRECT FROM THE AUTHORS!

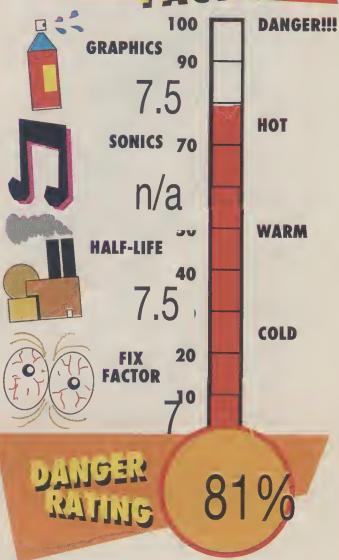
Just fill in the form below and send a cheque for £8.99 (tape) or £12.99 (disk), payable to "Enigma

Variations" to: 13 North Park Road, Harrogate, HG1 5PD and a copy will soon be winging its way to you!

Name:

Address:

CRITICAL FACTOR





POWER INFO

Supplier: US Gold
 Price: £14.99 tape
 £18.99 disk
 Availability: Out Now!!!

At first glance, this appears to be a very good compilation. Full of big arcade names, but do they live up to there expectations?

SUPER MONACO

This is, er, a racing game. It was given a good review in a certain other ex-64 mag, but really it's not very good.

Theres loads of good design and the graphics are quite good but as a race game it doesn't hold. TurboCharge is much better!

If you're really into racing games then you'll probably like it for a few goes, but otherwise don't bother.

GOLDEN AXE

One of the better games in this pack, it's a very good conversion of the arcade game.

First you must select a character (from Dwarf, Male hero or female hero) from an impressive

title screen, and then prepare to kick ass.

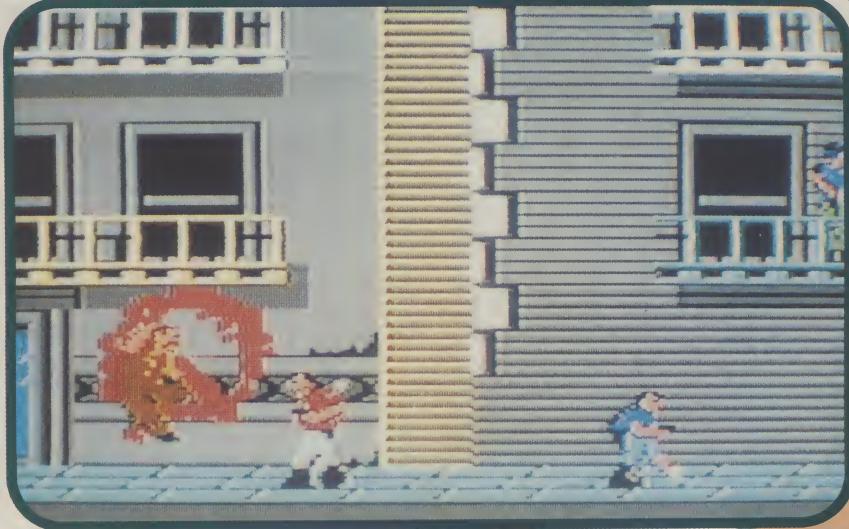
You are armed with only one weapon but there are quite a few moves you are capable of performing. Enemies trudge onto the screen and must be dealt with one at a time (they only come on one at a time, a down point for the game).

This is rather good fun, the control and moves being

from little Elf type creatures that run on every now and then. It's best to save the magic until the end of level big ass kickers come on.

Two players can play, which is good entertainment.

Considering the quality of the arcade version, this is really very good. Full of great design touches, and sampled yelps when you beat people up.



much better than most of yer average beat-'em-ups.

Magic can be used, with the effect of a smart bomb-type of thing. This can build if you let it, and is quite impressive.

You can only get them

There are a lot of levels and different characters running around. You can even sit on the back of some creatures and use there fire power. Quite amusing!

Probably the best game on here.

ESWAT

Your first impressions of this game will undoubtedly be, 'er, chunky!'. Not only that but slow as well.

The idea is to guide two hero-type dudes to the headquarters of some drugpushing bloke who really needs his ass kicked.

You can shoot, jump and punch your way across the levels in the style of numerous others. You've seen it before.

Very uninspiring stuff really. Not my thang at all. Games like this just don't really appeal to me. The arcades seem to be full of them these days.

SHINOBI

Cripes, I've reviewed this game once this ish already, and it's still pretty much the same (believe it or not). In case you haven't read the other review, here we go



SUPER

RE

SUPER

POWER CRACKED

again. The idea is to rescue several screaming babies from a big nasty man,

know as 'Mr Big-and-nasty' to his friends. Or Mr Bigamy to his wife for certain reasons!

It takes the form of a left and right-scrolling martial arts type-of-thing. Your moves are very limited though, you can throw stars or kick and punch at close range.

Bullets can also be picked up at various points during the proceedings and are used in the same way as the stars but are more powerful.

When you have picked up all the children you have to rescue, you have to go to the right-most side of the screen to enter the next level. After a couple more screens you will encounter one of Mr Big-and-nasty's Big-and-nasty friends.

He must be dealt with by throwing stars in his face, and using your magic. This is activated by pressing space and consists of lots of things swirling around the screen.

Richard Taylor in a pair of fluorescent boxer shorts is a gruesome sight indeed, but Richard Taylor in boxer shorts over tights is incredibly pathetic! We did feel a bit sorry for him though, and gave him something with Super in the title to review, in order to save his blushes...

After he dies, to the next level you go. These get more and more difficult, as you start to



be able to not only move the screen left and right, but up and down also. Finding the children becomes quite difficult.

The end-of-level nasties also become bigger and nastier, one of which is a large helicopter which you must hit in the front to destroy.

The graphics in this are really good, and the action is very smooth and playable throughout. Even if you didn't like the arcade version, which I didn't really, try this because as a C64 game it's very good.

The price of these games

on this compilation work out at a bit cheaper than single budgie titles. If you are going to buy a few budgies this month, try this instead. Most of them are out on budgie

anyway.

CRACKDOWN

Alles in allem erwartet Euch mit Crackdown ein überaus spielbares und zudem packendes Actionspiel. What does this mean? I don't know.. something about Crackdown being a good game, I think.

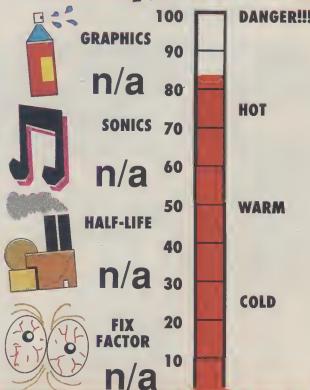
There's something about this kind of game - two heroes wandering around a city trying to clear it of drug dealers and the like. It's been done far too many times and to be quite honest I'm bloody sick of it.

I don't like this game at all, it's all too small and fiddly and tries to hard to be a Spectrum.

I can't think of anything to say about this apart from "Yaaawwwwnnn... I want to go to bed"...

Some good, some bad, but it's the same with every compilation isn't it? ★

CRITICAL FACTOR



DANGER RATING 86%



POWER INFO

Supplier: Thalamus
 Price: £14.99 tape
 £18.99 disk
 Availability: Out Now!!!



Another sequel to an old Thalamus game and, no less, another mightily powerful product.

Unfortunately, once again I haven't seen the first game (Creatures 1), so I'm unfamiliar with any pre-set scenario. People raved about the first, so I did expect quite a lot from this.

In case anyone else doesn't know, this game involves the heroic antics of a certain Clyde Radcliffe. Clyde is a small furry creature whose friends are being systematically tortured and disposed of by an evil

force known as 'bad creatures'. (or something like that).

The methods they use to torture are, to say the least, totally horrible! The first screen has a bad creature pedalling away on a bike that pulls along a conveyor belt.

Onto this belt fall a few rocks that, when they reach the end, are crushed by an 'Acme press'. There's Acme everything in this game, by the way. Anyway, when the

rocks have run out, a small furry friend of Clyde's is thrown onto the belt and

pulled along to certain death. That is unless you can save him, of course.

To do

When (if!) you do finish this, there is a bonus screen.

These are brilliant. You control Clyde

and friend carrying a trampoline. Your friends are being hurled off a platform high above you by a real baddie, and they must be bounced across the screen to safety on the other side. Coins appear on the way which can be collected to spell out "bonus" at the

Creat

this isn't as straight-forward as you may imagine. First, you have to bounce across a pool of acid, dispose of a bad creature, light a bomb, push the bomb into place so it blows a hole through a layer of rock, bounce back across the pool, shoot at a big baddie, fall through the hole, shoot a lever behind the creature on the bike, jump him when he comes at you, and only then is your friend safe. (Phew! Ed)

Quite a task, I can tell you! It may sound easy but by blimey it's not! All this requires perfect timing. It will take a while to suss out.

bottom of the screen.

My only moan about this is that if you die (miss a bounce) then you have to get them all across again. 15 creatures are quite a lot!

The whole game follows on in this style - torture screen and bonus screen. Don't get the wrong impression! It's not tedious in the slightest!

One of my favourites, and everyone else's I think, is the snow screen.

This involves your friend being strung up by his feet, having a cannon ball fired at the rope and then being cut up by a rather unpleasant person and a chainsaw. This is really gruesome, with blood splattering everywhere and pouring into the snow.

This happens quite a lot throughout the different levels. The programmers





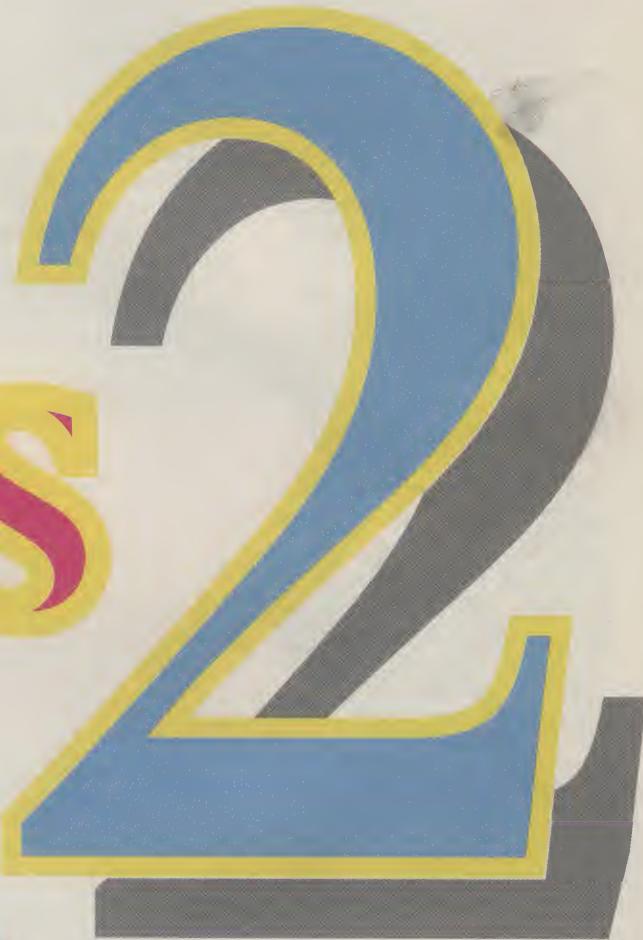
BEFORE



AFTER!

CP'S TOP FURRY THINGS

1. Clyde Radcliffe
2. The Fuzzies!
3. Maximus Mouse
4. Beavers
5. Rik's Coffee Cup
6. Er...
7. That's it, really!



certainly like their bloody effects! They have to be seen to be believed.

Between every level there is a brilliant end-of-level acknowledgement, with clouds and glowing stars. This looks really good, very consoley!

The music is excellent, sixteen pieces in total. Some of it sounds like the old Casiotone tunes. Brilliant! In fact, both the music and graphics really are tremendous, Steve

Rowlands really has done an excellent job. So has his brother, John, responsible for all the coding.

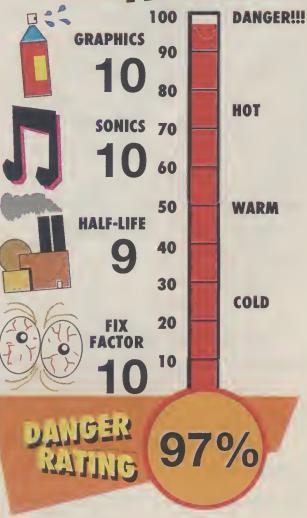
Future projects from these two really are going to be worth priority purchasing.

It may sound corny, but *Creatures 2* is quite simply the best blend of puzzling and arcade action you're likely to treat your 64 to.

Thalamus are proving themselves to be the strongest supporters of the 64 in terms of software quality. These games are destined to be classics of 1992 (this and Winter Camp - reviewed elsewhere this ish).

I recommend that anyone with a 64 goes out and buys this. It very seriously competes with most of the console software around. *

CRITICAL FACTOR

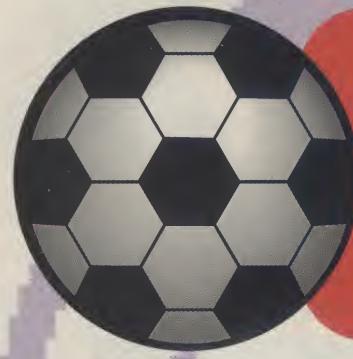


To keep in with the football theme of this issue, we invited Thalamus' MD David Birch, John Ferrari and the Apex duo, Steve and John Rowlands, to the Arsenal footy team's official public house, The Gunners, to talk about its license of the North London club, and other relevant matters. Rik Henderson reported on the match, Jeff Davy snapped the goals.

Why Arsenal?

David: At the time [of making the deal] they were,

and still are, the champions, and will be until another team actually wins it. When I was looking for a football licence, they were in the European Cup, the FA Cup, the Rumbelows Cup - in everything. And they were, and in many ways still are, the premier club in England.



The fact that they've since gone out of every major competition, and are unlikely to retain the Championship is irrelevant. You don't become a bad side overnight, and this is probably just a hiccup, and next year they'll go on and probably win the league again, or the FA Cup, or the Rumbelows Cup.

The answer to your question, though, is; at the time they were the champions, and what's the point of going for a lesser-known team [to sponsor your game], go straight to the team who are the best in the country. So we chose Arsenal.

What type of game is Arsenal going to be?

John Rowlands: Football! [Laughter]

David: It will be an action game, with a managerial section as well. Originally we

just had plans to make just an arcade action game full stop, but the team we've got are able to give us a management section as well.

In the past we've seen games that are either arcade action or management, and we thought it would be nice to incorporate both. It won't be a huge management section, with hour and hours and hours of management selections, but there will be some management in it.



GUNNING

And who's

programming the game?

David: John Ferrari, of Summer Camp and Winter Camp fame will be programming the C64 version because, as John told me - and whether he'll deny this or not - he said that the best football game on the 64, we believe and were told, is Microprose Soccer, and John has had a look at that and can produce something that good, if not better. And what better opportunity, after Winter Camp, than to better the best game out on the market.

John Ferrari: That's basically it. Dave's a football fan and here's a game that he's got some enthusiasm in.

David: Also, football games sell exceptionally well, and it's not that we're not going to make this any less than amazing, the truth is that we've seen good sales on poor product in the

football market.

John Ferrari: It'll also have a longer shelf-life than Winter Camp, for instance.

David: And with our normal standard, we can get Thalamus standard on a football game, and we expect it to be very, very commercially profitable.

Will the game feature the Arsenal team

throughout?

David: Yes. There's only a certain amount of information we can use without getting involved in paying players' agents. We're obviously allowed to use their names and stuff, and graphically we've got pictures of each of the players we can use. Also, the history of the club, and

we've been right around the club taking photos of all the stands and stuff, so a lot of it will be genuine. We've even had the Championship Trophy out of the safe, and taken pictures of that, so there'll be as much true-to-life information about Arsenal football club as we can put in.

We also understand that at any point it can become dated if Arsenal sell a player or buy a player, and that's a hazard that will always be



with any sports simulation that involves teams. They will come and go, so essentially we have to make the gameplay as state-of-the-art, or at least as good as anything on the market, and that way you secure longevity no matter what the names are. The key is, if the game is good it doesn't matter who's joined the team. It's about playing a really, really good game.



Will you have the option to change the players' names as they update the team, or if you support a completely different team?

John Ferrari: It's very simple to do that. In fact, that's quite a good idea. Create it as a separate data file, and you load it in yourself.

There's an idea, at the moment, that you're to give

something away in the box. If you make it Arsenal orientated won't it put off people that don't support Arsenal? [This was John Rowlands question]

David: I don't think that's relevant. Computer games players don't care, Manchester United's proven that. Manchester United sold phenomenally well. If they want the game they'll buy the game. If they want to put the poster (or whatever) in the bin, they'll put it in the bin. They are buying the game first, and what else is in the box is a bonus.

Me: If they don't support the team, they can always pin whatever the freebie is to a dartboard or something.

David: I don't think they'll go on the terraces and say 'I've got the Arsenal football game', and get beaten up, are they?

Moving on to Creatures 2 (the reason for the Apex lads being present). Where did Creatures come from?

John Rowlands: Well, it started off when we were to do another game, after Retrograde, and we wanted to do something cute - like Mr. Warner in the arcade. So we thought we'd do the scroll [programmer's jargon for a horizontally scrolling backdrop] and I chucked in a sprite that was like a little man, who wasn't very cute at all. So I sat down in front of a sprite editor and gave him great, big eyes, and it's got to be cute - got some of the ideas from Gremlins, cos they're like little bears - and it turned out like a little fuzzy.

And then we just thought up the name Clyde Radcliffe, from somewhere.

What do you think that Creatures (One) lacked that it really needed?

John Rowlands: It could have been funnier in places, like the title screen where we



from

the torture screens from one island to the next. You've got bonus rooms, and we've decided to make the torture screens run all the way through with bad guys at the end of it - like large bosses you have to kill at the end.

Right, on to Winter Camp now. Where did Maximus Mouse come from?

John Ferrari: It was just a little joke. I was working for Codemasters and was

G FOR GLORY



had the dancing Clydes. There was not a lot of humour in the scrolling levels, although the torture screens were funny.

David: Yeh, the general feeling we got were that the torture screens shined out as big exceptions, especially when the fuzzies got killed.



So what's different about Creatures 2 then?

John

Rowlands: Well, it's got no scrolling levels for a start, it's just torture screens. It's got extra interlude games with bouncing fuzzies on trampolines.

Steve: Also, Creatures was only set over one island, whereas Creatures 2 is set over three, and you have a section where you have to take the fuzzies you've saved

working on Fruit Machine Simulator 2 and I sent them an up-to-date version of the game, but instead of the title of the game (when it comes up 'loading'), it said found 'Space Invaders', just so they thought they'd received the wrong game. And then a little mouse walked on, turned 'round, said "Only joking", and changed it to Fruit Machine 2 - it was just a joke.

When I was looking for a new game to start, I thought I'd use that little creature [no pun intended] in it. And I'd done loads and loads of types of scrolling games, so I wanted to do a static screen, cute, platform type game, and it basically developed from there.

What's sufficiently different about Summer Camp and Winter Camp?

John Ferrari: Winter



GUNNING FOR GLORY



► Camp is a totally different sort of game. It features eight individual level sections which are eight individual games, and each one is slightly different. There's horizontally-scrolling, a couple of vertical, and static screens. It's just a totally different style of game.

David: The secret of any game is the strength of the character, and Maximus was a strong character.

And the natural progression is that once something's worked and is successful, and John's proved himself with the standard of his work, if there's potential for a follow-up then you have to capitalise on that.

John Ferrari: Even though the game is totally different, it's too strong a character to drop after just one game.

I didn't want to do another Summer Camp though. I could've just changed the graphics and made it exactly the same, but I didn't want to do that.

John Rowlands [to John Ferrari]: You've done the reverse to us; you've gone from static screens to scrolling, and we've gone from scrolling to static screens!



Why the Camp theme though, anyway?

John Ferrari: It wasn't originally designed as a Thalamus game. I was a freelance programmer, and I wrote a game whilst trying to gear it towards the biggest market - and I always think of America as the biggest market. And a summer camp is something that all Americans can identify with.

David: Also, it does offer

a huge range of scenarios. If you have a camp, you can be anywhere. You can have the camp itself, a cabin, the woods - rather than if you set it in one area.

Will there be a Spring Camp, or an Autumn Camp?

John Ferrari: No, there will not. Maximus had a row about this, and he resigned.

say Arsenal, because, obviously, I've been involved in the club so much recently, you get a feel for wanting the club do well. Having said that, when I was at school I used to support Everton, but I also take an interest in my local teams - teams like Southampton, Portsmouth, and Bournemouth.

John Ferrari: Going back to Dagenham [where John



resides] it's got to be West Ham, as the local team - if I said anything else I'd get lynched when I got home. It's always been London teams, I've been through Arsenal, Tottenham and now West Ham, but I'm not a great football fan really.



And who was your favourite player ever?

David: Pele! Because Pele, when I was 16-18, was the top man. I think, apart from his undoubtedly ability, the way he conducted himself was very good indeed.

In modern day times 99% of people would say Gary Lineker, because of the way he holds up, but I do also have a huge amount of sympathy and admiration for Gazza - he's pure talent. He is a genius on the football pitch, irrespective of what he does off the pitch.

And on that note we leave 'The Gunners' and head back to the office for a few games of Winter Camp and Creatures 2 - whilst balancing a ball on the end of our toes and trying to remember why Gazza ever cried in the first place.



There won't be another Maximus game.

David: Well... He's gone on holiday for a while!

On that unresolved note, back to the football. What team does everyone support?

John and Steve Rowlands [in unison]: None!

John Rowlands: We're not very big football fans. If there's any team it would have to be Spurs, but that's from school.

David: I would have to



**TWEET,
TWEET, MAN!**

THE BUDGIE COLUMN

WITH RICHARD TAYLOR

THE SCORES

NO STARS



East Cheam Under-8s
Bull and Brisket Pub Team
Farnborough Town
Bristol City
Norwich City
Liverpool (hurrah!)

LEAGUE FOOTBALL Cult £3.99

The main problem D&H Games, through its Cult label, seems to have is what to call the current footy management game - there's now so many in its back catalogue.

League Football (not an outstandingly original title for a game of this genre, but sufficient) is,

unsurprisingly, another football management game, and seems to be another one that was destined for a budget status even before being finished. That said, though, any budding Brian Clough would be pretty hooked for a whole weekend, and isn't that what this price range of games is all about?

You become the manager of an English fourth division team (whether you like it or not),

and you have to guide them to the top of the first division, whilst winning FA Cup glory on the way - well, you don't have to, but that's generally the only way you'll get maximum pleasure out of this kind of thang.

You choose your players for each match, and there's a form of transfer market to boost your team's squad, and improve your abilities, but it's all been done before, and although there's a

**A veritable round-up
with Rik Henderson**



Either the game runs too slowly, or the graphics are crap, or it's bugged to hell and the gameplay is impossible to get to grips with.

International Soccer, and Emlyn Hughes International Soccer were very much exceptions to this rule, and International 5 A-Side is quite blatantly based on those games.

Unfortunately, the programmer has actually missed the point. Firstly, to base a game solely on five-a-side may well reduce the number of sprites that have to move about at the same time, but it also takes away some of the strategy from playing a game with twenty two men on the pitch.

Also, the pitch is so small that one kick hurtles the ball to the opposite team's goalkeeper - sometimes even going in the goal.

Further, the control method, simple as it seems, has the player in control changing from player to player if you press the button when you don't have the ball - unfortunately it doesn't necessarily give you the nearest one to the ball. And



newspaper section that gives you information every week (in play time) it's not a bonus enough to matter much really. It's also far too slow, and the graphical highlights (plodding sprites kicking the ball at the goal) are distinctly crap.

League Football is the management equivalent of Yugoslavian football - distinctly average.

★★★

INTERNATIONAL 5 A-SIDE Zeppelin £3.99

Action football games on the C64 are generally a bit of a disappointment.

LOGIE ON THE BALL

nd-up of the current batch of football budget games

rs on...

this is far too infuriating to give the game a second look.



PROFESSIONAL FOOTBALLER

Cult
£3.99

Although Professional Footballer is a strategy game based on soccer, it's not a management game at all. Instead it deals with the profession most managers originally came from, that of a player.

You are a young footballer with aspirations of reaching the top of the footballing tree, and maybe even making a pop record in the process. Unfortunately, everybody has to start

match you'll be called to make a decision. You get four options based on a situation and each will have a separate chance of success - if you manage to perform the manoeuvre you'll gain star points, if not you'll lose them. The more star points you have, the better chance you have of staying in the first team and, perhaps, attracting a better club to buy you.

It's actually quite an original little strategy game that is well worth a weekend or two, it may just become a little dull after a while though.

★★★1/2

SOCER RIVALS

Cult
£3.99

This is also



somewhere, and you're starting at the bottom.

You have individual skill ratings, but Professional Footballer has a rather unique way of determining whether you're to be successful or not. At certain points during a

quite different from the 'norm' in the respect that although it's partly a football management sim, it's also a boardgame on computer (a bit like a pixelised version of Brian Clough's Football Fortunes).

You can invite a couple

of friends along, as you get to have three players managing teams in a mock-up 8 teams per division league - you don't have to though, because the computer can control the other teams if you like.

You have your own players, each with individual skill ratings, but all the random events and transfer dealings, etc. are swayed by the squares around the board, and can't be accessed without somebody landing on them.

There's an amusing little highlight section (if you wish), and you can decide to play as many seasons as you like. It's all quite simple, but very playable, and quite good fun if you've got a couple of pals to share it with.

★★★

4 MOST - BALLS, BOOTS & BRAINS

Alternative
£3.99

Although only two of the games on here are footy ones (in the soccer sense of the word), I'm pretty convinced it belongs here.

THE DOUBLE

This was the first game by the team of Tracksuit Manager (considered by most to be the most accomplished international management game). It features league football, and was, and still is, the most



unique

management game around. Unfortunately, although the strategy side is very complex and enthralling, the game was far too slow, and it would be a waste of valuable time to even load it.

AUSTRALIAN RULES FOOTBALL

Er, crap! Well, what else am I going to say?

SOCER CHALLENGE

Another extremely original football game here. You are a young footballer, and you'd like to get into the first team, but first you have to learn a series of footballing skills before you're able to don that number 9 jersey.

There's dribbling, tackling, penalties and passing to be completed, after which you'll be sent on an extremely tough assault course and probably take up basket weaving or something else instead. It's a pretty good game though.

RUGBY BOSS

Ooh... It's a management game... again! This time rugby is the order of the day, but you'd be forgiven for thinking that it's just another clone of Football Manager.

Not a bad little collection, but not a very good one either. But for £3.99 you can't go far wrong, can you?

★★★

BYTE THE



What with this being a footie spesh an' all, we sent Paul "Marry me, Dorothee" Rigby all the way to Germany (at least, he'd better have gone all the way there after how much his expenses claim was for!) to interview Starbyte, whose own, undoubtedly splendid, football game, the cunningly-titled 'Super Soccer', is coming soon to a C64 near you!



★ Starbyte's skatin' errand-boy Rolling Ronny.



Now, you may have seen plenty of mags who interview programming teams. "Hi," they say, "how are you?"

"Fine," comes the reply, "like a cup of tea?" "Oh, yes please, nice weather..." Aaaahhhh!

But I, Paul, have delved. Delved, do you hear me? DELVED!!! Delved into the murky, very murky in some cases, pasts of our Starbyte Stars.

So, with clipboard in one hand and electrified cattle-prod in the other I interrog... erm, asked the fine young chaps a few questions.

Delectable Dorothee

Take Dorothee Sieger f'instance. A fine young lady who I hope to take to the pictures after this interview. Our Dorothee is the Marketing Manager, internationally, no-less.

Where were you born and when Dorothee?

"5th of June 1967 in Germany."

See? Facts! None of this waffle business. Right Dorothee, gorgeous creature that you are, how about school?

"I enjoyed English, French, Italian and Russian. I also did a bit of Finnish (so when did you finish doing that? Eh? Eh? Chortle - Paul).

"One of my language schools was in Genoa but I couldn't stand it in that

country anymore so I left. Don't tell anyone, though (Me? Never - Paul).

"Some of my past jobs include working in the hotel industry and the Worldwide Res & Mktg Centre in London (Phew! Sounds a bit high-powered. I can't even say it! - Paul).

So, what's your favourite city Dorothee, love of my life? Paris, New York? Venice?

"Bournemouth in England."

Oh - erm - right, then. How about a favourite game?

"Lemmings."

Fine. But a book? How about a favourite book?, Dorothee, my delicate petal?

"Oh, any kind of dictionary."

What? Seriously!?! Hmmm. Then again, I suppose a dictionary is just like any ol' bestseller. You just have to join the words together yourself, instead."

Bands. Dorothee, my sweet, tell me about you musical tastes.

"I like, The Cure (s'alright by me - Paul) and Simple Minds (Fine - Paul) and Nigel Kennedy (Well, two out of three ain't bad - Paul)."

Judging by that Cornetto behind your ear I suppose ice cream is your favourite food?

"Yes."

Hmm. How about men, Dorothee, vision of loveliness (gulp, tremble).

"I like characters like Mikail Baryshnikov (??? -

BULLET



Paul), Julien Sands (erm - Paul) and James Whilby (umm - Paul)."

I noticed a lack of any names beginning with "P" there Dorothee, my beloved, but never mind - can't remember everything can you?

Any idols, and I don't mean Billy?

"My sister."

Your sister? Wait till I tell the Editor. Do you hear that Ed? Dorothee's got a sister! Let's make a foursome down the wrestling, Friday night!

Now the difficult bit. How do you see yourself, Dorothee. Apart from stunningly beautiful, charming, voluptuous and a passion for all men named "Paul"?

"I'm a bit arrogant, I suppose. But apart from that, I'm pretty normal."

Pretty is the word Dorothee, or can I call you 'Dor'? Or even 'D'?



PSB's - Markus' faves.



"Bochum, London (right - Paul), Cannes (Erm, fine...Paul) Lausanne (Whoa, steady on there, Markus me ol' fruit - Paul)"

How about books. Any faves?

"Almost everything by Spirov, Franquin, Gaston and Rocky."

Never fear, dear reader - I haven't got a clue who they are either.

Markus is partial to a track or two from the Pet Shop Boys and something called Udo

Lindenburg.

Food? Hit me with the food Markus,

"Sauerbraten (sounds nice, wonder what it is? - Paul) and pancakes with cherries

(Yum - Paul.)"

Markus' favourite female is Claudia Schiffer, while his idol is, erm, himself.

"Mr Perfect." says Markus.

So how do you see yourself?

"Oh, reserved, normal (Normal? Always a bad sign, that - Paul). I like the risk but I'm very realistic, unbiased while my way of thinking is very logical, too logical (this would explain why I had to get Markus' interview translated from binary into English - Paul)."

Masterful Markus

Onto Markus Scheer, the Managing Director/Production - the main man, the big cheese, the Boss - well, as far as production goes, anyway. Our Markus, with ten years' experience in this hell they call the computer business, was born in 1969 in Germany.

He is bristling with A-levels with special emphasis on Economics. So Markus, can explain to my Editor exactly why I should be earning three times the amount of money he gives me already. Isn't that right Markus?

"Well..."

What's your favourite city Markus?

Er... the rest!

I was lucky to catch the other

three members of the team cheating at solitaire by the Coke machine. So I thought that I could do a bit of that "group therapy" that Claire Rayner's always going on about. Klaus-Jurgen Kraft is the managing director/marketing, Sascha Teuber is the development & production assistant, whilst Andreas Seebeck is the programmer.

Born in 1950, '72 and '66 respectively, Klaus and Sascha's education centre on Economics whilst Andreas has a diploma in electrical engineering so he can fix his computer when it blows up (I suppose Klaus and Sascha would just - buy a new one).

Unfortunately, Klaus has a shady past. He was once an... estate agent (shudder).

Sascha started life with Starbyte but Andreas has dabbled in a few games in the past including Aunt Arctic, Charon 5 and Tiebreak.

How about a favourite city then, chaps?

Sascha: "St. Tropez, Kingston, Wattenschied..."

Klaus: "Bangkok"

Andreas: "I haven't found it so far."

Ah, a lost soul is our Andreas. Try Milton Keynes, Andreas - it'll bring tears to your eyes...

How about a fave game, then?

Klaus: "Pirates."

Sascha: "Wizball, Paradroid, Football Manager..." (Sascha is the only person I know who can say three dots. That's the second time he's done that - Paul)

Andreas: "Tetris and Aunt Arctic" ('Ang, on YOU wrote Aunt Arctic! That's not fair! - Paul)

Fave books prompted more strange people that I'd never heard of, although

Andreas came up trumps with the Jungle Book - yeeeeaaa Baloo!

As for the other questions? Klaus betrayed his cannibalistic tendencies when he was asked his favourite food - "Chinese" he said. While I thought Sascha's favourite food was Duck until I was hit in the back of the head by a low flying tennis ball.

Boris (he of the hairy thighs) practices in the next block, apparently. Andreas' fave idol is, well, we're still waiting for that answer. However, Sascha's is Captain Crunch!

Finally, how do the chaps see themselves? Klaus sounds like a real nice guy, He's:

"...selfish, egocentric, arrogant and mean." Don't call us, Klaus.

Sascha is addicted to computers and football - aren't we all Sascha? As for Andreas:

"Yeah, I think he's okay, isn't he?"

Yeah. He's alright.



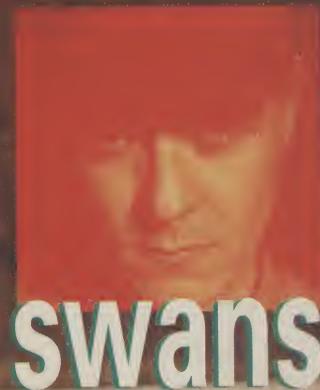
★ Markus!

LIME LIZARD

public
enemy



the incredible alternative march 1992 £1.65



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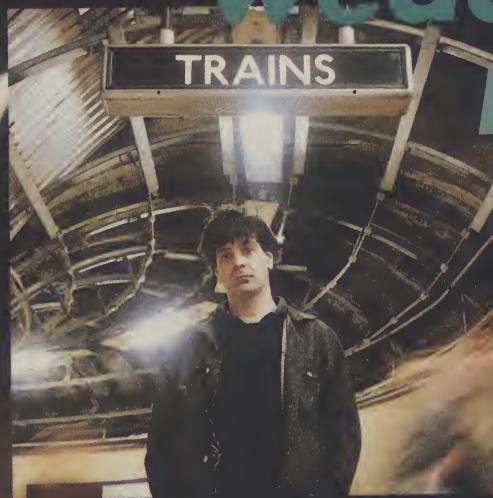
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How can you resist improving your lifestyle like this. You can't, can you?

What's more, we're chucking a free game into the offer. Does our generosity never end...?



Creatures II

Save the Fuzzies from a fate of death-by-mangling at the hands of fiendish monsters in this sequel to the award-winning Creatures I (yes, I think we could have guessed that last bit! - Ed). See the review in this ish - it's great!

Please give me a subscription to Commodore Power that's more spiffy than a rather spiffy thing. I'd like 12 issues and I'll tick one of these boxes...

I live in the UK, so I'll be paying £25
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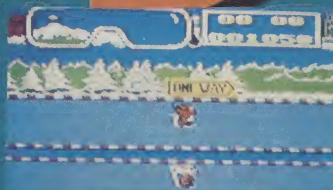
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So, I've told you where I live and which game I'd like, now all I need to do is make out a cheque payable to "Lime Lizard Limited", send off this form to: "Commodore Power Subscriptions", 24 Highbury Grove, London, N5 3EA - and I rather look forward to my first ish! Thanks Commodore Power!



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You can get your hands on either Creatures II or Winter Camp for just £7.95 from us. Just fill in the form below, tick the game you want and send it to us with a cheque for £7.95! Are we generous or what?!



Winter Camp

Maximus Mouse, the, er, mouse-sized, Ranger has to save his village from a massive avalanche. Oh-my-God! Rather predictably, this is the sequel to Summer Camp. Are we soon going to get Spring and Autumn Camps? Still, this is brilliant too, as the review elsewhere in this ish shows!

And I rather like the look of your FREE GAME offer, so I'll be choosing:

Creatures II
 Winter Camp

**TWEET,
TWEET, MAN!**



THE BUDGIE COLUMN

WITH RICHARD TAYLOR

THE SCORING SYSTEM:

NOSTARS

So crap you'd think you'd trodden in something nasty!!!

★

A bit, er, rubbish!

★★

Still a bit on the duff side!!

★★★

Completely and utterly mediocre!

★★★★

Worth spending the budget-like spondoolies on!

★★★★★

Truly awesome, dudes!!!

F1-TORNADO

Zeppelin

£3.99

This game seems to be loosely connected to the Gulf War in scenario. You fly a jet fighter over, firstly, a sea full of battle ships, to desert and jungle scenes.

As you may have gathered, this is a shoot-'em-up. It scrolls horizontally with a parallax on the slower-moving clouds.



Your weapons can be changed; you start with a pathetic gun, but this can be changed by picking up icons



and then pressing space when the weapon you require is shown at the bottom of the screen.

Some weapons are quite good, the 'triple' really sends the bullets pouring out. Quite a lot of enemies can be on the screen at any one time, making it quite hectic at times.

It's not very original, and it's too easy really.

★★

SHINOBI

Tronix

£3.99

I hated the arcade version of this, it always seemed like a poor version of better martial arts games. As a C64 game though, it's quite good.

The idea is to rescue little children who have been kidnapped by several evil



people. Your defences are fairly limited, and consist of Ninja stars, kicks and sometimes bullets.

Once you have rescued five children, you go to the next level. After a few screens, a large baddie has to be dealt with. Your magic has to be used here, along with a few shots in his face.

There are quite a lot of levels, all pretty playable. A good game - at this price.

★★★

STUNT CAR RACER

Kixx

£3.99

After seeing the Amiga version of this game, I thought this one would look terrible. It really was an Amiga classic.

Surprisingly, the graphics are very fast and the playability is brilliant. I don't usually go for racing games but this one got me really hooked from the first go.

The race takes place on a selection of rather dangerous-looking tracks. Some of which really do look like rollercoasters. They have names like 'The Draw bridge' and 'Large Ramp'.

A computer pacer is put on the track, and is really tough to beat. Unfortunately, the brilliant feature of being able to link two computers together to race two players is not there. Surely it wouldn't have been too hard to do on the 64?

If you only buy one budgie this month, make it this one.

★★★★★

**BUDGIE GAME
OF THE MONTH**



GAME OVER II

Summit

£3.99

Once again it is your job to rescue a beautiful female from the evil clutches of, er, someone very evil.

In the first part, you fly across the surface of a planet in a Scramble-style shoot-'em-up. The levels change from time to time, and when you have completed three screens in this style, the next section is loaded up.

The graphics on this bit are really brill, in one part you ride on the back of a strange water-dwelling

you need to be very precise sometimes.

★★

BISMARCK Alternative

£3.99

Take one mark, add a bit of biz and what have you got? The Bismarck! (Go home! - Ed).

In this game you must sink the Bismarck in many different ways. One screen is like the first bit of Beach Head in which you control a gun on a boat and you must get the angle of fire correct and shoot to sink the ship. This is quite fun, really.

Other parts include a view

different weapons to combat different types of enemy. You get limited amounts of most, so ginger as you like!

The graphics are OK, but gameplay isn't great.

The other two games aren't great either. One consists of flying a bi-plane over a scrolling landscape, shooting things. The other is an attempt at a horizontal Commando, which could have worked but the control was so awful and there were so many bugs that I didn't play it for long.

The idea of four games on one budgie-priced tape is great, but the quality is awful!

★★



deeper dungeons is actually a data file for the first game) so it'll keep you going for a good long time.

Great value at the budgie price.

★★★★★

3D POOL

Kixx

£3.99

I played the Amiga version a long time ago, and found it very difficult to play. The 64 version has, surprisingly, the same movement in the way that the table you play on scrolls around. Quite impressive, really!

The cue ball is aimed with a small mark on a static ball at the top, which takes a bit of getting used to. Aiming is a difficult task, though, and it can prove very frustrating.

The graphics are good but it's a good idea that sadly falls on gameplay. If you like pool simulations, there are better ones around.

★★



BIGNOSE

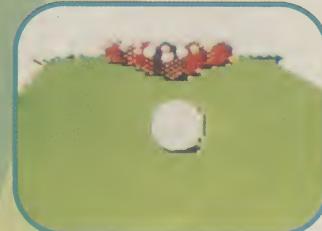
Codemasters

£3.99

Is this the character from Tarzan Goes Ape? It sure looks like him!

In this adventure, Bignose goes to America in an attempt to free his jungle friends from the evil clutches of, er, the Americans!

It takes the form of a scrolling platform game, with lots of ladders and things. You can hurl rocks at any sprite that looks like it may hurt you, and keys and other objects may be picked up.



Don't pick up anything that looks alcoholic, as it disturbs the control somewhat!

The graphics are reasonable, and the music is pretty cool! the idea, though, isn't great, it's all been done too many times before. It becomes boring and tedious after a while, but anyone liking this type of thing will be amused for many an hour.

★★★

kangaroo-type creature.

This moves on to going underground to the enemy base in a flick-screen exploring-type game.

In all, very well presented with great graphics. A very playable game that will keep you going for a good long while.

★★★★★

GHOULS and GHOSTS

Kixx

£3.99

This seems to have been reviewed so many times recently, in compilations and

from a cockpit of an Swordfish (WW1 fighter) which proves to be difficult and boring.

Quite a few sections to work out, and a fairly original design. Pretty boring though, I thought.

★★

MULTIMIXX 4

Kixx

£4.99

This pack consists of all the Gauntlet series, apart from the 3D version. They are Gauntlet, the deeper dungeons and Gauntlet II.

In case you don't know, the idea behind these games (they are all basically the same with different level designs, creatures, etc.) is to guide your band of merry heroes around an endless series of dungeons in an attempt to, er, I don't actually know. Escape, maybe?

Two people can play at one time, and it takes the form of a multi-direction scrolling top-view type of thing. The graphics are pretty good throughout, and the play, although sometimes

the like. My opinion is still the same, the prequel is better.

The control on the character is quite fiddly and



AUTHENTIC 'Arkwright' SPORTSWEAR

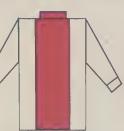
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black collar & cuffs.
As worn by the two Milanese Giants



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collar, white cuffs. As
worn by Johan Cruyff & Neeskens.



CCCP
All red with CCCP on
the chest, as worn by all Lev
Yashin's pals.



Leeds United, white with
LUFC embroidered in blue.
As worn by Charlton & Bremner.

Sky blue, white collar &
cuffs, as worn by Lee,
Summerbee & Bell.

Claret body & blue arms,
claret and blue collar &
cuffs. As worn by Bobby
Moore & Geoff Hurst.

Red with red & white collar &
cuffs. As worn by Terry
Hennessy, Ian Stoney-Moore
& Alan Hinton.

Red with white collar &
cuffs, as worn by George
Best & Bobby Charlton.



Etienne style
Brightest Green
with red, white &
blue collar & cuffs.



Faiss style

Red & white contrasting
halves. As worn by Coen
Moulijn, Rinus Israel & Wim
Van Hanegem.



Barca - Wide red &
blue stripes, blue
collar & cuffs.



RUSSIAN GOALIE:
All black with CCCP
on the chest.
As worn by Lev
Yashin.

Red body & cuffs,
white arms & collar,
as worn by Stroller,
Granham & Charlie
George.

Royal blue with white
collar, as worn by Joe
Royle & Brian
Labone.

Black & white stripes
as worn by Bryan
Moncur & Malcolm
MacDonald.

Blue & white, as worn
by Bryan Conlon &
Stuart McCalfe.

Royal blue & white
striped body, white
collar & royal blue cuffs.
As worn by Jeff Astle.



BRASIL
Yellow with green
collar & cuffs as worn
by Pele.



Penarol style
Yellow & black stripes,
black collar & cuffs. As
worn by Pedro Rocha.



Cagliari style
Red & black
contrasting panels. As
worn by Luigi Riva.



Red Star - Red &
white stripes, red
collar & cuffs.

Claret body & cuffs, sky blue
arms & collar. As worn by
Steve Kindon & Martin
Dobson.

Blue with white arms,
collar & cuffs. As worn
by Peter Eustace &
Jack Wilham.

Goalie Green as
worn by Gordon Banks
& Peter Bonetti.

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black collar & cuffs,
as worn by Derek Dougan.

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V-neck. As worn by
Tommy Lawton, Peter
Russell & Jackie
Sewell.



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and deep V-neck. As
worn by Ted Phillips
and Ray Crawford.



Leeds United -
royal blue with
gold V-neck,
embroidered
badge. As worn
by John Charles.



Green & white
hoops, with shirt
collar & button
front. As worn by
Paddy Crerand.



Red body, white
arms, shirt collar with
button front. As worn
by Derek Tapscott.



Blue & white
stripes, blue deep
V-neck. As worn by
Redfearn
Froggatt.



Red & white
stripes with red
cuffs & deep
V-neck. As worn by
Jimmy Hagan.



Scarlet with white
deep V-neck. As
worn by Tommy
Taylor & Duncan
Edwards.



Sky blue with white
cuffs and deep V-neck.
As worn by Roy Paul,
Ivor Broadis & Ken
Baines.

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AUTHENTIC 70's

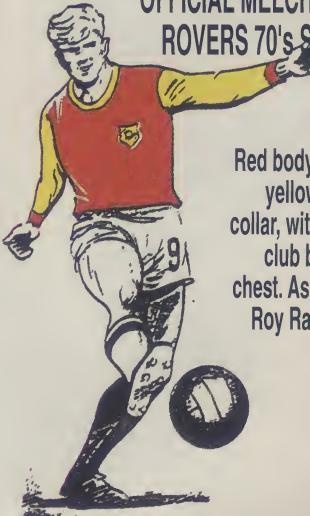
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OZIN' EUGENE'S SCUM OF THE EARTH

Dr. Eugene's game cheat pharmacy

"Step aside, I'm a doctor!" Eugene announced as he pushed his way through a crowd of people, to a violently-convulsing person lying on the pavement.

"Open your mouth and say 'arrr,'" he said. The person responded with a pathetic gurgle. "I will now cure this person with my magical 'cure-all' pills that I, Dr Eugene Oozyness, have developed over the past three and a half years". He then dug into his pocket, produced something that looked rather like a yellow smartie, and popped it into his 'patient's' mouth. After a moment of crunching and swallowing, the person jumped up and stood with a huge grin on his face.

"Cheers Doc, I feel great!" he exclaimed, and proceeded to jump around.

"These pills are only 15 pence each, and are for sale now" Eugene announced.

Half an hour and a swift bit of business later, Eugene walked into the pub with his 'patient'. "Cheers Dave", he said, "same time tomorrow!".

To start this month's stunning column, the level codes for **Ninja Massacre** from **Chris Groves** in Hove:

5-SNOW
10-BEER
15-STAG
20-BARD
25-HOLE
30-HUGE
35-EASY
40-WIDE
45-COLE

Cheers, Chris, a fiver is on its way! The first of CP's big-cash prizes this month!

RODLAND

A couple for this one, first from **Ross Rowbotham** in Fife.

When you have spelt EXTRA, turn on your autofire (if you have one) and you will skip to the end-of-level screen. Keep this on, because even when you have defeated the end-of-level baddie, the screens will keep on skipping.

The second tip is a proper cheat mode; On the high score table, enter your name as **ONLY JOKING!** and it

should respond with **OR AM I?**. If this happens, you now have unlimited lives.

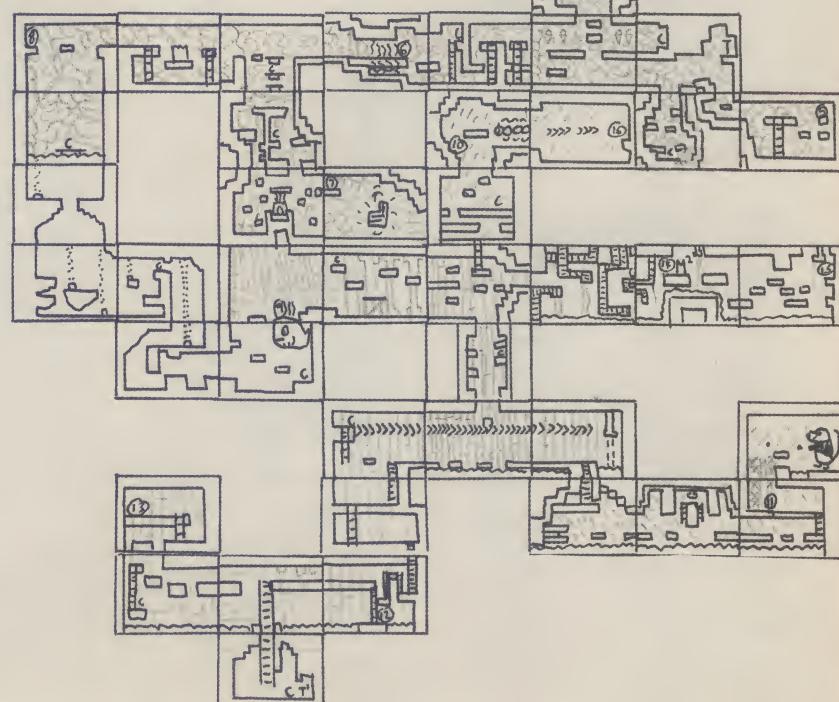
TAI CHI TORTOISE

Now here's a rather splendid map and solution for **Tai Chi Tortoise** from **Richard Beckett** in Wigginton. Ten quid on its way, Richard.

Go right, right, right, right, take scroll, go up, take cross, go down, left, left, take



MAP BY RICHARD BECKETT



S = Start
C = Chest
① = Scroll
② = Cross
③ = Glass
④ = hook
M = Man
T = Teleport (to T')
⑤ = Cork
⑥ = Tape
⑦ = Egg timer
⑧ = Spoon
⑨ = Fish
⑩ = Egg
⑪ = Med box
⑫ = Cog
⑬ = Penny
T' = Teleport (to T)
M' = Man
⑭ = Ball
⑮ = Firework
⑯ = Bazooka



OZIN' EUGENE'S SCUM OF THE EARTH

glass go left take hook and drop scroll, the man will cast a spell, go right, right, right, right, down, down, right, down, right, take cork, go left, up, left, left, left, take tape and drop glass to put out the fire, go left, left, left, down, take the chest, go down, down, right, down, right, up, get fish and drop cork to stop the whale blowing water.

Go right, right, down, down, right, left (on bottom layer), left, down, down, take cog, drop tape, go left, left, up, take penny, go down, right, right, up, up, right (on the top layer), go up, up, right, right, take ball and drop penny to pay the man.

Go right, take firework and drop ball, go left, left, left, up, up, take egg and drop the firework to kill the snake, go right, take the bazooka and drop egg, go left, down, down, down, down, right, down, right, right, take the med box and drop the cog to start the lift.

Go up and shoot the rat a few times to win the game.

NOTE: Pick up every chest.

You have to lose at least

two lives in the water but can get these back from the chests.

And finally a cheat, requiring the Action Replay cartridge. **POKE 34076,165** gives you unlimited lives.

• • • • •

DOCTOR EUGENBE'S ADVICE CORNER

And now a plea from **Tommy Tanker** in Cheadle Hulme:

Dear Dr Eugene,

Recently I have been developing rather unpleasant hairs on my toes. They are green and tough, and even my toenail clippers are unable to remove them. Can you suggest anything?

T.Tanker

Eugene says: I suggest standing in a pool of acid for a few minutes. If this does not shift them, then surgery is your only alternative.

• • • • •

TURRICAN II

You will need an Action Replay cartridge to enter these pokes:

POKE7721,173

POKE7880,173

POKE4817,165 will give you unlimited lives and time.

WINGERS CORNER

First whine this month comes from **Karl and Ryan Geddis**.

They are stuck on

Treasure Island Dizzy. They can only find 24 of the 30 gold coins and cannot get past the man on the Island.

Phil Grindle of

Chumsbury would like to know the password for level 14 of **Lemmings**.

Phil, I'd like to answer this in two parts. 1) You're very sad and 2) You've got the wrong magazine.

BUBBLE DIZZY

Now for lots and lots of maps and tips (well, ten actually) from **Richard Beckett**, for the game.

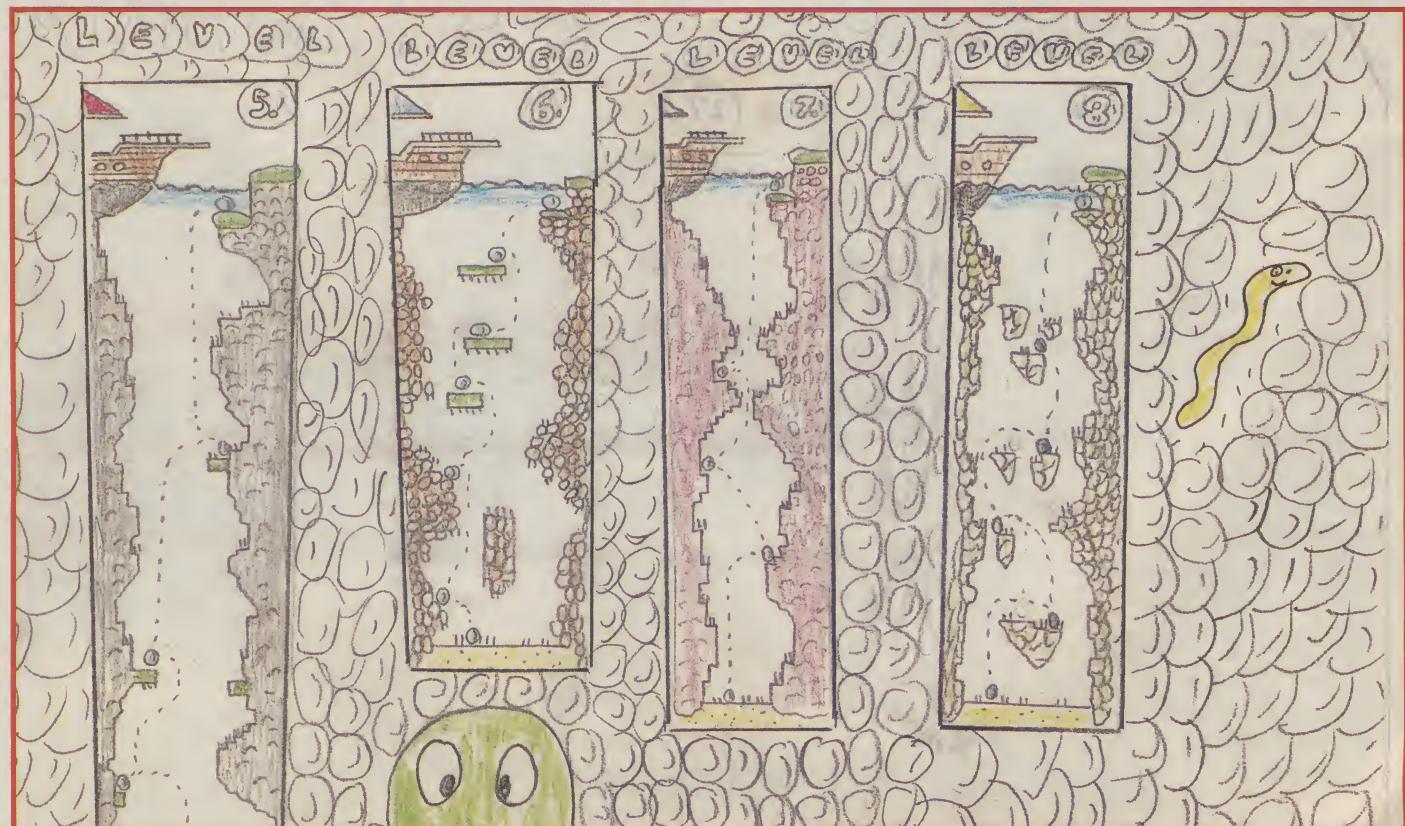
Cheers Richard, you really are becoming a true Dizzy killer! Others take note.

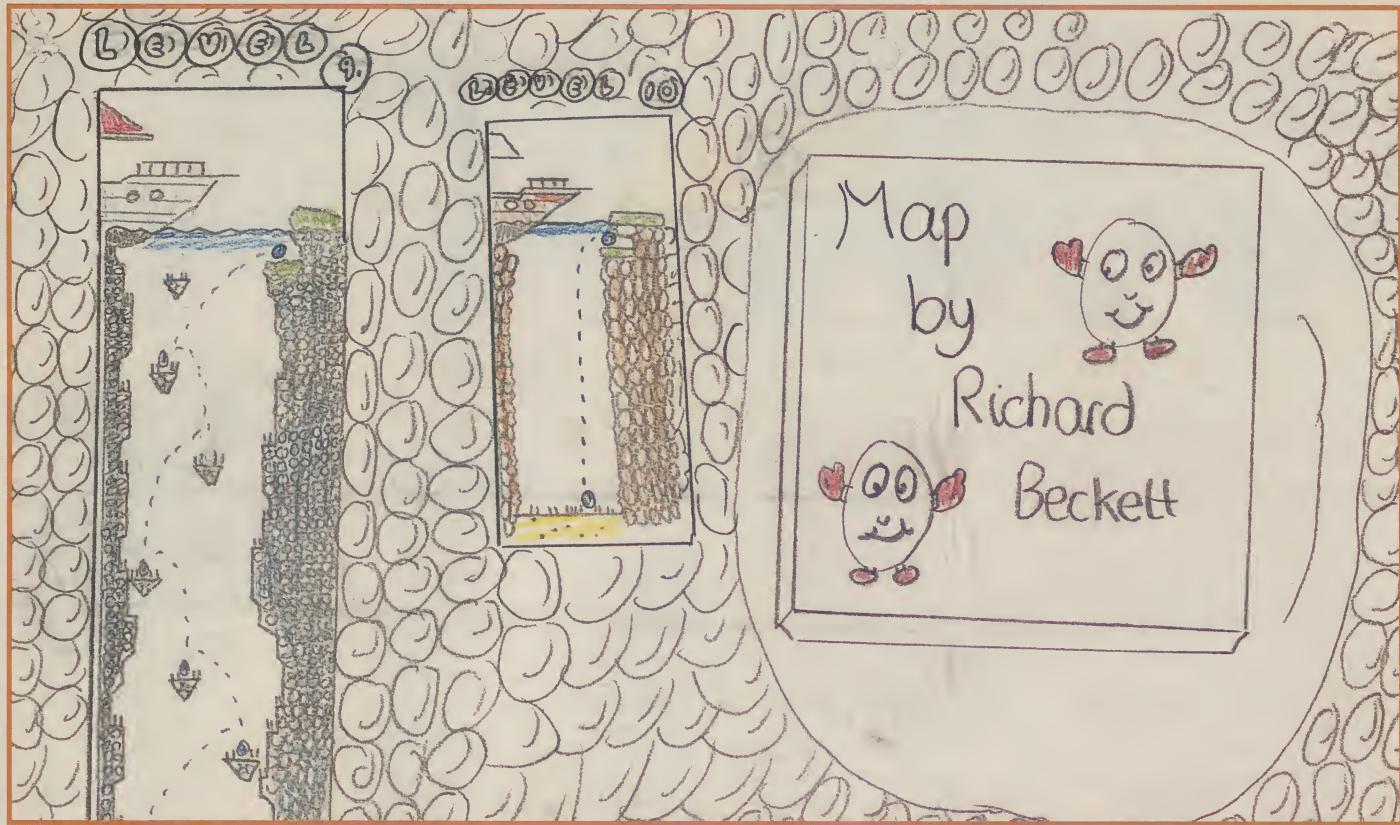
Richard wins a further ten

pounds for his brill tips.

And his expert pieces of advice are:

- 1) The small blue bubbles on the map show which platforms to land on.
- 2) The dotted line on the map shows the route to take.
- 3) The starfish can home in on you but can't move off a platform.
- 4) The electric eel homes in also but has to go to the far ends of the screen each time so it can be jumped but will follow you up the screen.
- 5) The octopus homes in on you in all directions.
- 6) To dodge the octopus travel on the fast bubbles on level 10.
- 7) If you have to land on a spike or a monster, land on the monster as they don't drain your energy as fast.
- 8) If possible, try to jump on the top of a stack of bubbles as then when the top one bursts you will just fall onto the one underneath.
- 9) You can stand on the Metallic-looking monster when its eyes are shut but when it opens them you fall through it.
- 10) Action Replay poke = **POKE 29536,173** for unlimited lives
- 11) Hurrah!





QUICKIES

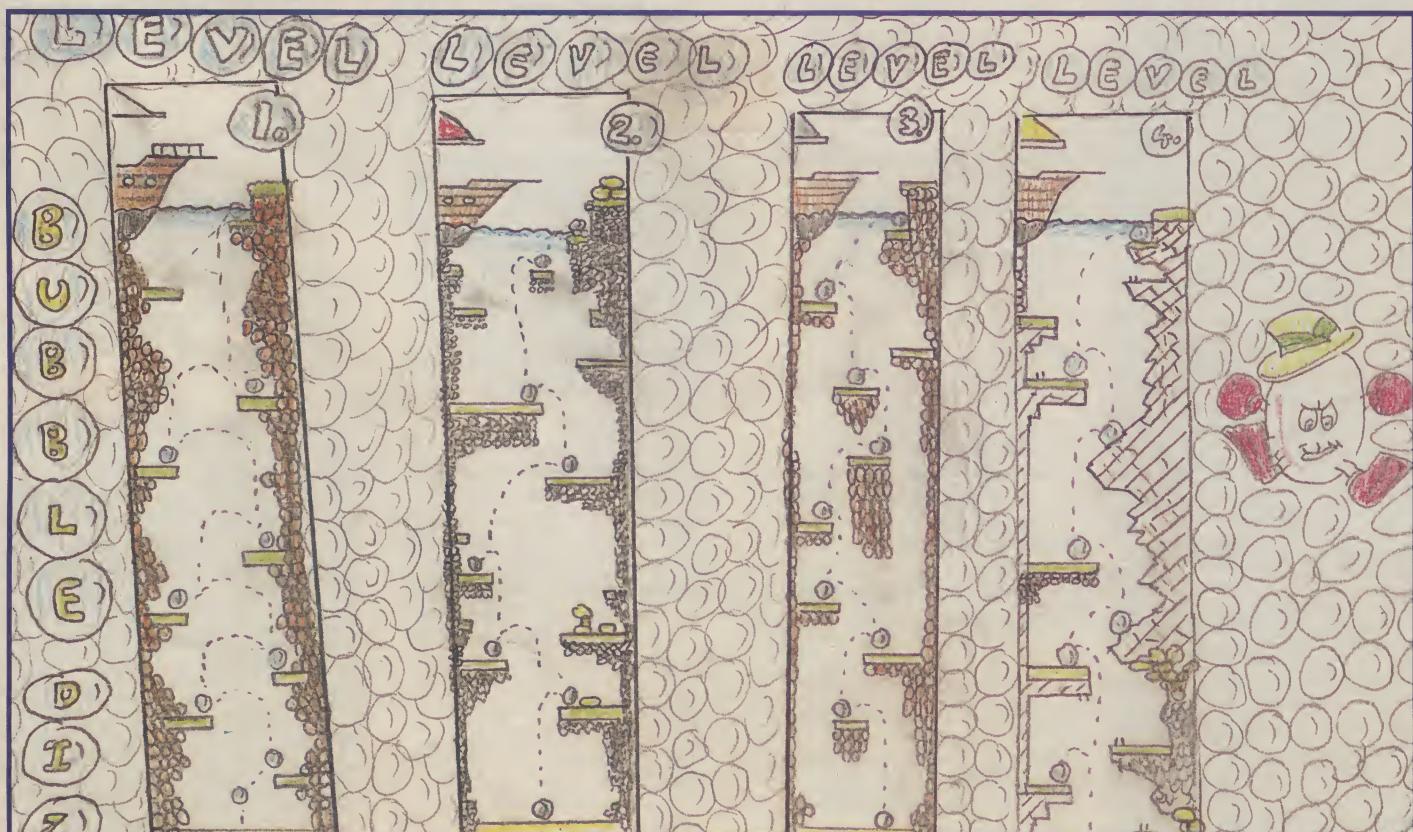
Type in **VIVALDI** on the title screen (a few times, as seems necessary) of **BMX Kidz** and the border should change colour. When it does, use A B C D E F for the different tracks.

And on League Football,
Enter your name as **LETS-CHEAT-** entering a space in
place of -.

Thats all, peoples. Dr Eugene is back in surgery next month and he wants to hear from YOU! From respiratory or back problems, to strange hairs and growths, the doctor will do what he can to help. Oh, any games tips and cheats might be accepted as well. Cash prizes to the best, so hurry now!

The address is:

**Dr Eugenes Heinous Laboratory, Commodore Power,
24 Highbury Grove, London, N5 3EA.**



Riggers plays games

For the last few months, **Paul (Riggers) Rigby** - professional Scouser and gaming genius - has been sitting in a small, dark room with only a C64 for company. Last year we got him come down to the Commodore Power office, by promising him a Liverpool FC season ticket, or something, and shut him in our reviewing room! "You can't come out until you review the main 50 games of 1991!" we said, cruelly, and fed him Mars bars through a small hole for the months he took to finish. And here is his masterwork. What's more, he'll be updating it every issue from now on with all the last month's games! Hurrah!



BATTLE COMMAND

OCEAN

★★★★★

There's only seven levels to this strategy/action game but the variety of mission demands will keep you hard at work. Surprisingly fast graphics with a mix of vector and polygon. Sound is average. Overall, technically stunning and extremely playable.



THE BLUES BROTHERS - TITUS

★★★★★

Seriously whizz-bang game this. A multi-directional scrolling game that has naff-all to do with the film and a hell of a lot to do with Mario-type games you find on consoles. Find your musical instruments and records, one per level (there are six in all).



BOARD GENIUS

BEAU JOLLY

★★★★★

A classic board game compilation for those of you who love the things but can't convince anyone else to play with you. Included are Cluedo Master Detective, Computer Scrabble Deluxe, Waddington's Monopoly Deluxe and Risk.

BETRAYAL

MICROPROSE

*

An average game on the 16-bit machines was expertly converted by Microprose which resulted in a game that was even worse on the C64. Well done lads. The main problem with Betrayal is the combat. It's so peurle and senseless in relation to the rest of the game. Betrayal will gain more dust than fans.

CAPCOM COLLECTION

US GOLD

★★★★★

With Strider, UN Squadron, Forgotten Worlds, Last Duel, Ghouls and Ghosts, Dynasty Wars, LED Storm and Strider II - all in this collection, you can't go far

wrong! Unless you take a left at the round-a-bout and miss the Dartford connection.

CARTOON COLLECTION

CODEMASTER

★★★

This Codex compilation consists of Dizzy (there's a surprise), CJ's Elephants (I didn't get where I am today saying elephants are in Codex compilations), Spike in Transylvania (The question is - why?), Seymour goes to Hollywood (Wass goin' on? Why the mass exodus?)



CISCO HEAT

IMAGWORKS

NO STARS

'Lumpy'. Next!

Mmm? Oh, you want a bit more, eh? Right then. 'Cisco Heat' is a classic tale of how to take an absolutely erotically erect arcade game and then slash it to pieces with a large axe and three pounds of Farmhouse Rice Pudding (with plenty of butter for that creamy taste) which results in a pretty poor waggler, I can tell you. The only thing going for it is the sharp corners.

CRIME TIME

STARBYTE

*

This game is so bad it really is embarrassing. You feel like running over to the Starbyte offices and offering them a hand. This is a graphic adventure game with no imagination, a poor interface, poor puzzles, no gameplay, totally unwanted abuse in the form of needless swearing and quite incredibly bad jokes that make you shrivel.

THE CYCLES

ACCOLADE

★★★★★ [DISK] * [TAPE]

Tccchhh, oo, oo, tccchhh, aaaaa, tccchhh, oo, oo, tccchhh,

aaaaa - Oh, riding around on my push-bike honey...ah, yes they don't write them like that any more. Accolade, on the other bicycle clip, apparently do. We have a decent disk game here, folks. One that speeds along nicely with decent competition from the other drivers. Forget the tape version - dodgy loading.

DARKMAN

OCEAN

★★★

Pretty icky gameplay lets this potential goody down. Repetitive, boring, repetitive, boring, repetitive, boring, repetitive and repetitive, not to mention repetitive. A typical Ocean platform beat-'em-up otherwise. You can't beat a bit of originality, can you Ocean?

DEATH KNIGHTS OF KRYNN

SSI

★★★★★

How come, when I think of AD&D, I always think of hippies? There aren't any in this game, though (shame really). One of the best RPGs on the C64 at the moment. Even if the system is getting on and there is too much combat involved.

DIZZY'S EXCELLENT ADVENTURES

CODEMASTER

★★★

Spellbound Dizzy, Panic Dizzy, Dizzy Down the Rapids, Dizzy - Prince of the Yolk Folk, Kwik Snax. Yes, what we have here is half-a-dozen eggs. A compilation of dizzy Dizzy games featuring everyone's fave egg-man. Not the best compilation we've ever seen but worth a look.

DOUBLE DRAGON III

STORM

★★★★★

Laugh? I fell about, I can tell you. Haven't a clue why though 'cause this is a very serious story of dragons who, after a tipple too many, experience the unpleasant sensation of double vision THREE TIMES!!! As I said, Laugh? Maybe it's got something to do with this Pillipino woman and her inordinately large feather...

Crackers plays games

sounds like fiord, of which there are a lot in Norway...[fade out].

MULTI-PLAYER SOCCER

MANAGER
D&H GAMES

★
D&H get me soooooo annoyed. They could, if they put their minds to it, produce a decent football manager game. However, they continue to produce dross like this. Totally piteous documentation with unexplained strategies and no attention paid to gameplay. Sigh.

PANG

OCEAN

★★★

Here's another surprise - a coin-op conversion from Ocean. This one is tough but enjoyable. Battle a bunch of balloons in 17 countries and win the game! Boy, they don't write plotlines like that anymore. Nothing amazingly new here, but it will keep you out of mischief for a bit.



PIT FIGHTER

TENGEN

★★

What appeared to be a nifty arcade coin-op turns out to be a very ordinary beat-'em-up. The action is repetitive and the graphics uninspiring. This game is almost the pits.

PP HAMMER AND HIS PNEUMATIC WEAPON

DMI

★★★★

Nah, got to be a wind-up, sez I. But it's true folks. This game is for real and it's a little cracker! Nifty sound effects, graphics that'll send small electric pulses down your spine and humour. Yes, humour! Go get it.

THE POWER

DEMONWARE

★★★

A tile puzzle game folks, now there's a novelty. Although not all that innovative it is pretty darned playable all the same. Graphics are pretty simple although the sound's okay. [Sound of tapping fingers] So, erm, that's all I can say about it really...er - next!

RINGS OF MEDUSA

STARBYTE

★★

By pure tradition, the Europeans are pretty crappy when it comes to designing decent games. Good graphics but as for the gameplay? Forget it. Starbyte, a German mob, have had a good stab at Medusa but there are too many inconsistencies remaining to achieve top marks.

RODLAND

STORM

★★★★

...as opposed to Australia (Bruceland) and Essex (Johnland). Probably the most well known 'Rod' is that king of the vocal chords who sings with Jane and Freddy. Classics in the making those songs...ah, yes...oh, and this game, by the way, is pretty good too. A cutsey, Bubble Bobble-type game that'll be a noble choice for two players.

ROBOZONE

IMAGWORKS

★★

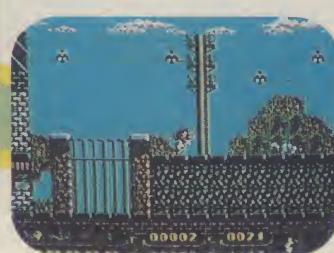
The Big Apple has entered into an ecological crisis, you control the sole, post-apocalyptic robot contending with civil unrest and scavengers. Not a bad game but not a good one, either. Very, very average in other words.

ROLLING RONNY

VIRGIN

★

[silence]...[even more silence]...[a bit more silence]...[the sort of silence that feels as though someone is about to say something awfully nasty but changes their mind at the last moment]...[sounds of a paper bag]...[more sounds of someone being violently sick in a paper bag]...[sound of someone walking out of a room and closing the door].



ROUND THE BEND

IMPULSE

★★

You must search the sewers for the missing pages of a kid's comic and parts of the video printing press before

the publishing date arrives. The whole lot has been blown up by Doc Croc. Not a bad game but not a full pricer, by any means. Should have been released as a budget game.

RUBICON

21st CENTURY ENT.

★★★

Rubicon, although very average technically is worth a look for its enticing gameplay. However, the lack of any outstanding features or gameplay advances means that you'll shelve the game after a short time as boredom sets in



RUGBY WORLD CUP

DOMARK

★

Yep, the good old UK strike again. When it comes down to sports simulations the English really know how to cock things up. Few options, few features, few... just about everything.

SECURITY ALERT

FIRST STAR

★★

Graphics are a bit blocky in this tale of a coochy cat-burglar. Containing five buildings and three skill levels, there's not much graphical variety but this life of crime should keep you popping in an out of prison for weeks as it, at least, contains some variety.



SMASH TV

OCEAN

★★★★

Yep, here's a change. Instead of being humiliated by the game-show host you can get blown into tiny pieces instead. A shoot-'em-up - as if you hadn't already guessed - Smash TV is a good all-rounder. Detailed sprites, great intro tune and special FX, excellent learning curve and a single loader!

THE SIMPSONS

OCEAN

★★★★

Y'know, until I got cable, I could never quite understand what all the fuss was about. Now I've seen the thing on Sky 1 I'm hooked. If you've ever seen Charlie

Brown and enjoyed it, then I reckon you'll like The Simpsons. I appeals to all ages. This game's a little cracker too.



SOCER STARS

EMPIRE

★★★

Soccer? SOCCER???? Football, man. The word is Football! Bloody Football!!!! Good grief, who do you think we are? A bunch of Yankies? Re-name this game 'Football Stars' and I might consider saying something about this compilation and that it's a bit of a mixed bag. Until then, I'm sulking in this, here, corner - with the flag.

SPEEDBALL 2

IMAGEWORKS

★★★★

This futuresport sets ten men-a-side based upon the original game but packed with added features. Unlike the original game it's not just a case of scoring goals; you can increase your score by hitting bounce domes, point stars and the like. Graphics and sound are alright but it's the gameplay that really knocks your toenails into mum's coffee. One of the best conversions from the Amiga that the C64 has yet seen.

SPOT

VIRGIN

★★

A game from the American offices of Virgin is ol' Spot - the 7-UP reject. This is one of things we shout when we see him along-side "Whadda waste of money!" and "Come on Spot, get stuck in!" Spot has made 32 consecutive appearances for Fulchester United and scored 32 consecutive own-goals. Mel Smith is 92.

STRATEGO

ACCOLADE

★★

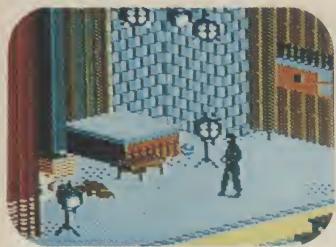
Board, board, board [stomp, stomp]. Yes, Stratego is quite a nifty game for those of you who wish to meditate while gaming. A cup of coffee, a really large piece of fruit-cake and a reeeeally good 'think'. This is what Stratego is all about. Lots of options, too, so you won't get board, board, board [stomp, stomp]...and this is where I came in.

SUPER HEROES

DOMARK

★★

...or 'Suuuuuper Heroes!!' as I like to exclaim in the



shower. It's...all together now...a compilation! This time, we've got Last Ninja 2 (who can't say goodbye), Indiana Jones and the Last Crusade (who got ahead and got a hat), Strider 2 (leggy and knows it) and The Spy who Loved Me (but never left his 'phone number).



SUPER SIM PACK

US GOLD

★★★★

Another compilation for your delectation, or any other pet you might have living in your house. This time we've got Crazy Cars II, Italy 1990, Airborne Ranger and International 3D Tennis. Quite a decent bunch of games for the price.

SUPER SPACE INVADERS

DOMARK

★★★★

Ah, Spain. Famous for Piella, Marbella and that funny fella, the garlic seller. Not many people are aware of the Spanish version of this game which features small bullfighters shuffling down the screen towards your spaceship. Every time a bullet from your ship misses one they all shout "Ole!, Ole!".

SWITCHBLADE

GREMLIN

★★

Thraxx has been invaded! Naaah - yes, honestly. It was in all the colour supplements. In fact, this event gained so much publicity that they commemorated the occasion with the game licence. Switchblade is a decent beat-'em-up arcade conversion but it's very unoriginal.

TERMINATOR 2

OCEAN

★★★★

Arnies back - is about as broad as his front. This time the man with more muscle than sense is a goody. The opposition is a shiny, shapeshifting, shi...chappie called T1000. MR T to his friends. Oh-me-God to everyone else. The game offers a mix of arcade and puzzle rounds which has become the norm in Ocean's film licences. Not

amazingly exciting but very competent in all areas.



THUNDERJAWS

DOMARK

★★

Taking place underwater, Madame Q has devised a plan to create an army of genetic mutants to take over the world. Frankly, you won't really care. Graphics and sound are average, the game is easy to get into but the conversion from the coin-op is disappointing.



TOKI

OCEAN

★★★★

You play a gorilla, changed by a magic chappie from a handsome prince (urgh), out to save his princess. Great graphics, lots of colour, decent soundtrack, good gameplay and stuff. Usual platform-type arcade game doesn't leave you jumping up and down shouting 'Original! Original!'

TONY LA RUSSA'S ULTIMATE BASEBALL

SSI/US GOLD

★★★

A shame. This game is basically superb but it crawls so much on the Commie that it loses most of its magic. Ultimate Baseball is a baseball game (Y'don't say! Ed) that can be played on a number of levels: arcade, strategy, mixture, etc. It's also a pity that no-one understands the rules. But, hey, Crystal Palace have a same problem with football - and they won the Zenith Data Cup (yawn).

TURBO CHARGE

SYSTEM 3

★★★★★

Well, what can you say about this game (prompt! prompt!). Oh, yes, here's the script. Erm, pretty amazingly moist car game if ever there was one - and there better had be otherwise I'm talking about something else. Plonkingly good graphics, fondlingly serious sound, hypoallergically exciting gameplay. This game will twist your narghiles into a frenzy sending them screaming over your right shoulder in a delirium of pure pre-nuptial prelibations.



TEENAGE MUTANT NINJA TURTLES

IMAGEWORKS

★★★

!

It's those pesky green-backs - the Turtles, again. Springing out of the sewer, manhole cover sailing, frisbee-like, through the cosmos. This new game is another sideways-moving beat-'em-up that is a decent game but the appeal will probably wear off after a short time.

WORLD CLASS RUGBY

AUDIOGENIC

★

Just who do Australia think they are, eh? Bunch of drunkard, skippy-shifters from the outback, or should that be fullback? Next time, when we invite them over to our country, they should lose gracefully. After all, if it wasn't for us Brits, their Soap star actors would be out of a job.

WRATH OF THE DEMON

READYSOFT

★★★

Ooooh, looks nice, very nice indeedy-ready. Goes to show just can be done of the ol' C64 when they put their fingers to it. Alas, the gameplay is pretty average, mediocre even. The game to show off to your friends - but don't let them play it.

WORLD CHAMPIONSHIP SOCCER

ELITE

★

Oh dear, oh dear, oh dear... oh dear, oh dear... oh dear. Just tell me this, right? How come, when the Americans do a sports sim on one of their sports - it's a cracker. When us English do it - it's pathetic. Answers on a piece of dried orange peel.

ULTIMA 6

ORIGIN

★★★★★

Ultima 6 is probably the best RPG ever to walk into a C64. In fact, many people thought that this large program, available previously only on the PC and Amiga, would never be squeezed onto the Commie's meagre memory. However, the job was done due to a number of the C64's benefits. Firstly, the C64's 5.25 inch disks are a lot bigger than the Amiga's 3.5 inch disks. In fact, around three quarters of an inch larger. So there was more room to squeeze bits of code on. Secondly, the C64 floppy disk drive is the largest in the business (it's built like a brick) so there were many hidden corners of the drive the code could be squeezed into. Finally, as the C64's guts do not

completely fill the grey C64 casing, Ultima 6 code was stored in the empty spaces, wrapped in small pieces of tissue paper, ready to be inserted into the program as needed.

WWF

OCEAN

★★★★★

It's pretty incredible the amount of people who watch WWF wrestling on Sky TV and actually believe that circus that they see on-screen is real. I ask you - a wrestler fighting his way in a suit and tie? Another guy who only wears his shirt so he can rip it to shreds on stage and impress the gilries? Huh, crazy man.



NEXT MONTH

in the 4th "Crackerooni" issue of

COMMODORE POWER



All the latest news, reviews, interesting views (of small towns in East Australia) and no Gerbil poo (we promise!). A new series of hints and tips with all the top cheats coming from the programmers themselves, along with the ultimate A-Z of C64 cheats for all the best games ever.

Plus! Post Apocalypse will be here, along with Riggers, Big Thrills and loads more!

ROBIN:
Holy hole in the exhaust pipe Batman, we'll never get to the newsies on time for the latest Commodore Power now!

ONCE AGAIN A
TOTALLY MIND-
BLOWING FREE
TAPE
Absolutely packed
with games and
demos - better value
than any other c64
mag!



BATMAN:

Shut up, Robin, and keep pedalling!!!

FREE

A NINJA SPECIAL! We look at all the ninja games through the years and even provide you with a couple!
All the best dissected!



Something so great we can't reveal it yet but by the Gods it shall be tremendous.

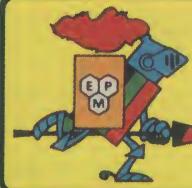
Elvira

The
ARCADE GAME



JAN 91

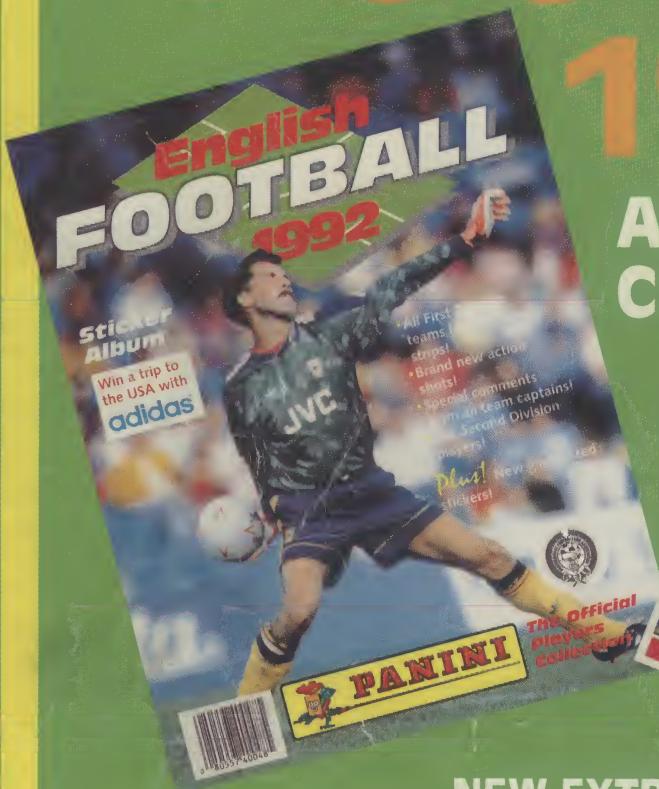
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PANINI

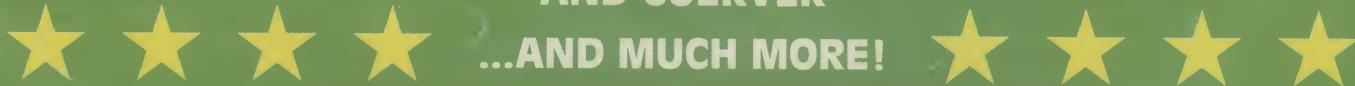
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